



# HORIZON

ZERO DAWN

## THE FROZEN WILDS



## ENTER THE WILDS

The Frozen Wilds brings a beautiful and believable extension to Horizon Zero Dawn's rich world. We've been plundering the Cut and battling its Daemonic denizens for a couple of months to bring you this guide because we wanted to give something special to fans of the game. We've stuck with the format used in our Official Collector's Edition Guide, which means that each new machine is broken down in exhaustive detail and every Quest is made as clear as a freshly discovered Bluegleam formation.

Some may find the contents of this guide to be overkill for what is, after all, just an expansion, but we feel very strongly that The Frozen Wilds deserves this treatment. It's connected deeply into the game, and the resulting whole is far more than the sum of its parts. The new weapons expand your options in combat exponentially, and there is a wealth of small details and optional dialogs that we've done our best to illuminate, so that you can get the most out of your journey through the wilds. Whatever means you use to access this guide, you'll find it filled with maps, data and strategies for every last piece of this huge, wintry adventure, and we hope you'll send us some feedback on your experience.

-The Future Press Team

## GET THE WHOLE PICTURE

If you enjoy the wealth of information in this guide, you may want to check out the 656 page Official Collector's Edition Guide to Horizon Zero Dawn, also by Future Press. You can find it on [Amazon.com](https://www.amazon.com)





# CHAPTER OVERVIEW

## SPOILER LEVELS

This guide is designed to avoid spoiling story and plot details as much as possible. Sometimes that’s unavoidable, though, so we’ve used a particular structure to help you read only the parts that make sense. The further through the guide you go, the more likely it is to encounter spoilers. If you’re just starting the game, then stick with the first two chapters and refer to chapters 03 and 04 only when you need help progressing. Once you’ve reached the later parts of the game, using chapters 05 and 06 won’t spoil anything for you.

### Chapter 01 TRAINING MANUAL

If you need to know the basics, this is the place to come. Learn what’s new and what’s changed since the release of Horizon Zero Dawn, and how to get the most out of the expansion.

### Chapter 02 HUNTING GEAR

This is where you’ll find details on all the weapons, outfits and modifications in The Frozen Wilds, and we’ll show you how to get the most out of each one. The item charts here are perfect for all your planning and crafting-related needs.

### Chapter 03 HUNTING TARGETS

The new machines are the stars here. We pick each one apart and provide strategies for taking them down without breaking a sweat. Wildlife targets are also covered, just in case you’re hunting for a particular item.

### Chapter 04 QUEST GUIDE

The Side Quests, Errands and Activities of The Frozen Wilds are all covered here, along with a full guide to progression for those who want see the optimal route through everything the expansion has to offer. Beware of spoilers here!

### Chapter 05 REGION GUIDE

If there’s something to be found anywhere in the Cut, then it’ll be marked on the maps in this chapter. Every Collectable, Datapoint and Bluegleam formation are listed here with accompanying descriptions, maps and screenshots.

### Chapter 06 THE NOTEBOOK

The tribal sci-fi story is a huge part of what makes Horizon Zero Dawn great, and it’s integrated into every part of the game. This chapter explores The Frozen Wilds’ characters and story through bios and concept artwork.

## ICON LEGEND

If you’re reading any part of this guide and wondering what a particular icon means, simply check the Icon Legend on Page 19, or open the map in-game and press Options to toggle on the Icon Legend there.

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# Training Manual

A lot is new in The Frozen Wilds, and quite a bit has changed since the release of Horizon Zero Dawn. This chapter will bring you up to speed on all the details and help to prepare you for the challenges ahead. The Cut is just as dangerous as its reputation suggests, so arming yourself with a little knowledge before heading north will make a huge difference.





## OVERVIEW

# WHAT'S NEW?

As an expansion to Horizon Zero Dawn, The Frozen Wilds delivers plentiful new challenges, environments, enemies and gear. Added together, this is a sizeable chunk of content and can take considerable time to fully explore. The new region, named the Cut, is vast and dense with activities and collectables, including the new Ink Pigments and Animal Figurines, as well as unique Modification Coils and Weaves. Three fearsome new machine types will impede Aloy's progress here, as well as stronger "Daemonic" variants of older machines. To help deal with these there are a host of new weapons to be acquired, including three brand new high-powered and unique weapons, a Heavy Weapon and three variants of existing Bows. Compliment these with the new outfits on offer and the increase of the level cap to 60 and Aloy will reach a considerable new peak of strength.

### What's New?

- New region "the Cut"
- New Quests and Activities
- New Outfits
- New Currency (Bluegleam)
- New Weapons
- New machines
- Increased Level Cap (Level 60)
- New Skills
- Unique Modification Coils/Weaves
- New Collectable Types
- New Trophies



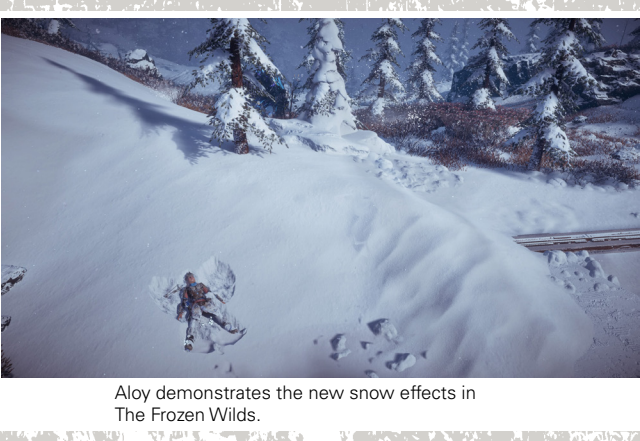
Welcome to the Cut...



...hope you like the view.

# WHAT'S CHANGED?

In addition to all of the new content introduced with The Frozen Wilds, players who haven't played the game since Horizon Zero Dawn's launch will find that a raft of improvements have been made via updates. The biggest change is the addition of a New Game+ mode, which allows you to begin a new game after finishing the story while keeping all of your stats and equipment. The new Ultra Hard difficulty is another major addition, since its challenge is a massive step up from the existing Very Hard mode. Here's a full rundown of the major changes.



Aloy demonstrates the new snow effects in The Frozen Wilds.

### What's Changed?

- New Difficulty Modes
- New Game+ Mode
- New Unlockable Focus Colors
- New Unlockable Facepaints
- New Photo Mode Features
- Save System Improvements
- New Trophies for New Game+
- Improved Inventory Management
- New Custom HUD Options
- Icon Legend Added to In-game Map

**Rewards**  
A few new rewards were added specifically for completing New Game+ on each difficulty. These include a set of Face Paints and some new colors that change the appearance of your Focus ability. You'll find these in the Settings menu under the "Visual" tab. Finishing the game on Ultra Hard during New Game+ unlocks all of the rewards at once.

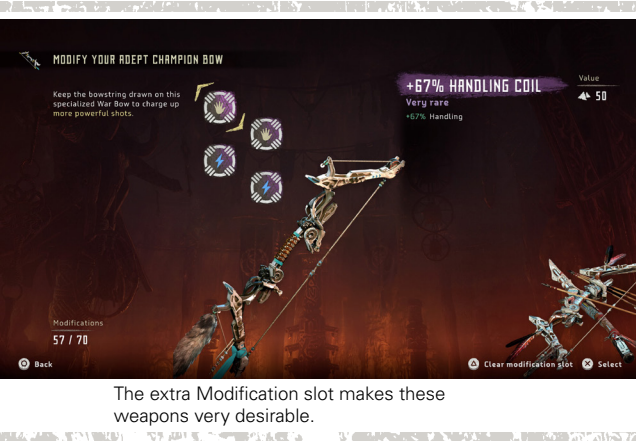
## ADEPT WEAPONS

The New Game+ mode also brought with it an upgrade to Aloy's arsenal in the form of the Adept tier of weapons. These replace the Shadow versions of each weapon and can be acquired only on New Game+ from any vendor that would usually sell a Shadow tier weapon. They have the same base stats as Shadow weapons, but come with an additional Modification slot, allowing for the creation of some seriously powerful, multi-purpose tools.

Adept Weapons are exclusively available for trade at Tier 2-4 Merchants when playing on a New Game+ file. They're quite expensive and all feature 4 Modification Slots, making them the best Weapons found in the base game. They replace their Shadow counterparts in Tier 4 Merchant's inventory.

Item	Cost
Adept Ropecaster	Metal Shards x1000, Snapmaw Heart x1, Shell-Walker Heart x1
Adept Hunter Bow**	Metal Shards x1300, Watcher Heart x1, Stormbird Heart x1
Adept Sling*	Metal Shards x1300, Crystal Braiding x1, Luminous Braiding x1
Adept Tripcaster**	Metal Shards x1500, Grazer Heart x1, Scrapper Heart x1
Adept War Bow	Metal Shards x1600, Sawtooth Heart x1, Longleg Heart x1
Adept Sharpshot Bow**	Metal Shards x1600, Trampler Heart x1, Thunderjaw Heart x1
Adept Rattler	Metal Shards x1900, Goose Skin x1, Rat Skin x1, Raccoon Skin x1
Adept Blast Sling*	Metal Shards x2800, Lancehorn Heart x1, Charger Heart x1

\*Available at Tier 2 Merchants and above.  
\*\*Available at Tier 3 Merchants and above.

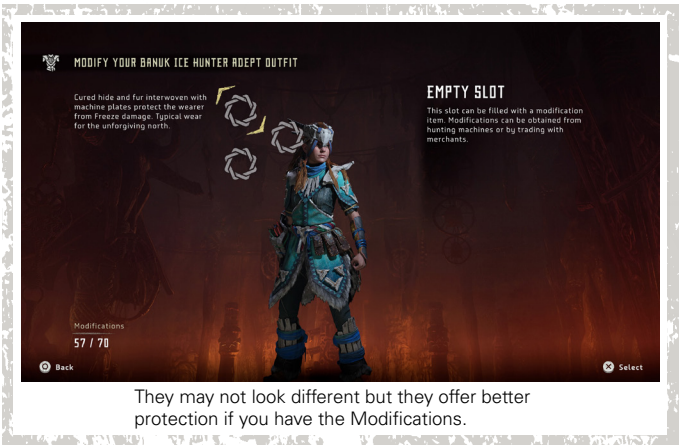


The extra Modification slot makes these weapons very desirable.



ADEPT OUTFITS

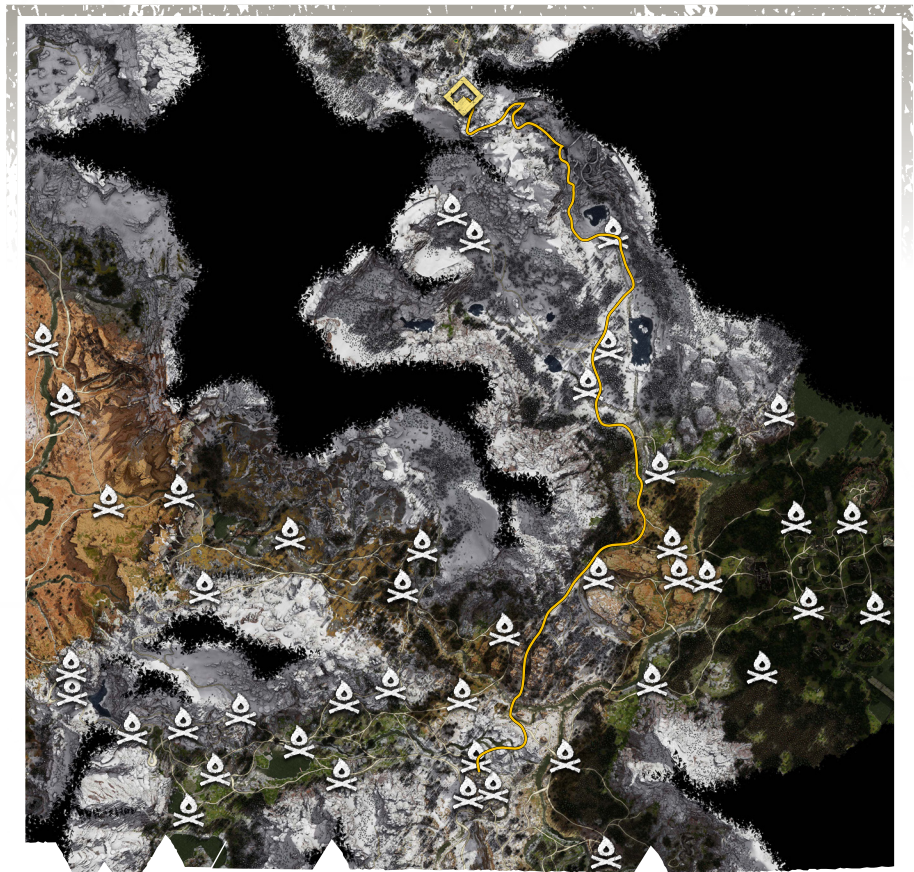
Adept Outfits are exclusively available for trade at Tier 2-4 Merchants when playing on a New Game+ file. As with the weapons, each one is expensive, and all feature an additional Modification Slot compared to their Shadow versions. They replace their Shadow counterparts in each Tier 4 Merchant's inventory.



Item	Cost/Acquired by
Shadow Stalwart Adept**	Metal Shards x1360, Stalker Heart x1, Trampler Heart x1
Banuk Sickness Eater Adept*	Metal Shards x1520, Grazer Heart x1, Snapmaw Heart x1
Carja Trader Adept**	Metal Shards x1540, Longleg Heart x1, Rockbreaker Heart x1
Carja Blazon Adept**	Metal Shards x1560, Charger Heart x1, Scrapper Heart x1
Oseram Sparkworker Adept**	Metal Shards x1600, Luminous Braiding x2, Longleg Heart x1
Nora Silent Hunter Adept*	Metal Shards x1600, Bellowback Heart x1, Sawtooth Heart x1
Banuk Ice Hunter Adept*	Metal Shards x1600, Strider Heart x2, Metal Vessel x40
Nora Survivor Adept*	Metal Shards x1800, Watcher Heart x2, Blaze x120
Nora Protector Adept*	Metal Shards x2000, Shell-Walker Heart x1, Grazer Heart x1
Oseram Arrow Breaker Adept**	Metal Shards x2200, Crystal Braiding x1, Behemoth Heart x1
Banuk Werak Chieftain Adept	Quest reward for "For the Werak" on New Game+

\*Available at Tier 2 Merchants and above.  
\*\*Available at Tier 3 Merchants and above.

deadliest threats in the game, so having stockpiled ammo-crafting materials and purchased some of the higher tier weapons will make a huge difference to your experience in the expansion. We advise waiting until you're around level 30 and have been through Daytower, since one of the Errands in the Cut will require you to visit lands west of there, and if you've been there before then Fast Travel will be an option. The Cut is also lacking in tier 3 and 4 Merchants, and while the Banuk gear on offer is best in class, a lot of Shadow-tier weapons and outfit types simply can't be acquired there.



ACCESSING THE FROZEN WILDS

Most players' first thought when dealing with an expansion to such a huge game is: will I need a save game at a specific point in order to play this? With The Frozen Wilds you certainly won't, but if you're planning on starting a fresh new game then you'll need to reach the Quest "A Seeker at the Gates" before you can gain access to the new area. After that you can head northeast at any time and make your way beyond the Grave-Hoard facility to enter the Cut—the map here will show you the simplest path there, starting from the Mother's Crown Gate.

Though you can enter the Cut at an early point in the game, it's not a good idea to do so unless you're really looking for a challenge. The Frozen Wilds is home to some of the



This Scorchers at the entrance to the Cut is weakened...



...and how you fare against it can tell you a lot about how prepared you are for The Frozen Wilds.

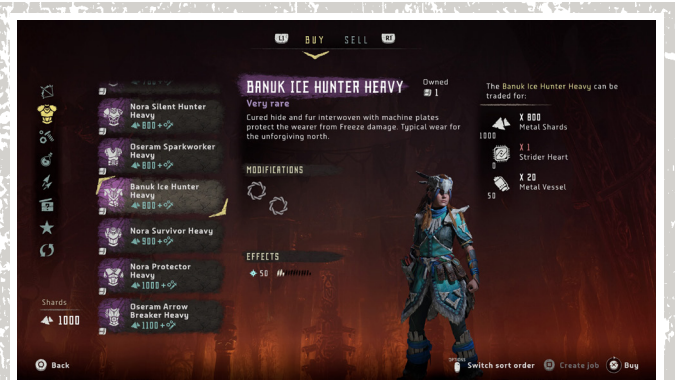
MAKING PREPARATIONS

Before you dive into the Cut, there are a few things it's best to do or acquire in the main game to make your experience in The Frozen Wilds go smoothly. The new machines and Daemonic variants pose a more serious

challenge than almost anything in the main game, so being prepared for the battles ahead will make a huge difference. Here we'll list the things to aim to take into the Cut with you.



Reaching Daytower before starting The Frozen Wilds is a good idea...



...since you'll gain access to high-protection outfits like the Banuk Ice Hunter Heavy.



# DIFFICULTY SETTINGS

You'll be prompted to select a difficulty setting when you first begin a new game. Don't worry about this choice too much, since you can change this setting at any time later on (unless you you're playing on New Game+). This setting modifies the damage Aloy deals to enemies, as well as the damage she receives from them, but does not affect item drop rates or the amount of experience gained from quests or combat. All of the damage numbers you'll find in this guide use the 100% value from the normal setting. To find the numbers for any other setting, simply apply the modifier for that setting from the table here.

Along with the Ultra Hard setting, a new difficulty called "Story" was added to the game in an update. This setting balances the game's combat in such a way that failure to survive a battle is highly unlikely. For anyone who just wants to get lost in the game's world and story without worrying about understanding its combat and without fear of failing, this is a very welcome addition.



On Ultra Hard you won't survive long without careful planning.

Difficulty Setting	Damage Dealt to Enemies	Damage Received by Player
Story	400%	10%
Easy	125%	50%
Normal (Default)	100%	100%
Hard	90%	125%
Very Hard	80%	150%
Ultra Hard	70%	200%



## OUTFIT

Most important is to have the best Freeze and Fire protection outfits you can afford, which ideally means the Banuk Ice Hunter Heavy and Carja Blazon Heavy.



### BANUK ICE HUNTER HEAVY

Cost Metal Shards x800, Strider Heart x1, Metal Vessel x20



### CARJA BLAZON HEAVY

Cost Metal Shards x780, Charger Heart x1

## WEAPONS

Acquiring the Shadow Sharpshot Bow, a Carja War Bow and the Carja Blast Sling will ensure your offensive capability is equal to the new threats you'll be facing, and you can acquire these at Daytower. The Blast Sling is especially important to many of the best possible strategies. A high tier War Bow isn't essential, since the Daemonic machines are immune to Corruption, but the War Bow's Shock Arrows are often used in the strategies we recommend in this guide.



### SHADOW SHARPSHOT BOW

Cost Metal Shards x800, Sawtooth Heart x1



### CARJA WAR BOW

Cost Metal Shards x300, Desert Glass x5, Slagshine Glass x2



### CARJA BLAST SLING

Cost Metal Shards x400, Metal Vessel x10, Luminous Braiding x1



The Shield-Weaver is always going to make progress easier...



...but the Control Tower pulses remove its shield, making it much less effective overall.

## LEVELS AND RESOURCES

Entering the Cut below level 20 isn't recommended, primarily because your maximum health won't be high enough to withstand some of the attacks the new machines will throw at you. You'll also want to bring enough of an arsenal with you to endure the many tough battles that await. This means having plenty of ammo and the materials to craft more of it—Blaze and Metal Vessels are needed for Blast Bombs, while Metal Shards, Wire and Blaze will make Blast Wires, and Sparkers and Echo Shells make Stormslinger Bolts. With enough of these materials you'll find the encounters to come much more manageable.

## STORY CONSIDERATIONS

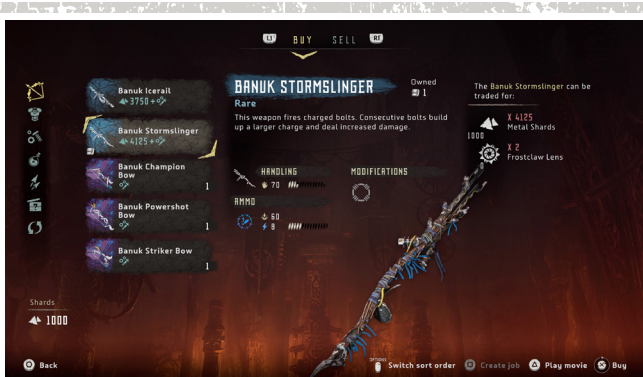
There are many potential references made by characters in The Frozen Wilds to the events and revelations from late in Horizon Zero Dawn's Main Quest storyline. If you enter the Cut too early you'll miss out on most of these, and some may contain small revelations of their own. If you don't mind spoilers and want to see a full list of this optional dialog, check the Progression Guide section, beginning on P.164.



### Ultra Hard

The Ultra Hard and Story modes were added after the game's release. In addition to the changes shown in the table here, Ultra Hard also adjusts some other values. Knockdowns with the spear's Heavy attack are only 60% as effective, and there's a 50% reduction to the effectiveness of elemental severity effects. These changes lead to other effects, such as enemies being more difficult to stagger, and handling Modifications being more desirable due to the weakened impact of elemental effects and the importance of remaining mobile.

Machines are also considerably more aggressive and their health is no longer displayed in your HUD. The Aim Assist feature is also disabled and can't be turned on and enemies have increased detection ranges and senses—they will, for example, instantly locate Aloy's position if she whistles at them twice. Merchant and crafting costs have also risen sharply, and there are no longer any free sample boxes on offer, all of which requires you to take much greater care with purchasing decisions. Another change is that Fast Travel packs are much more expensive, so it's advisable to acquire the Golden Fast Travel Pack as soon as possible if you don't already have it.



At these prices the Merchants are raking in the Shards.

### Visual Perception Changes

Visual Detection Ranges*	Normal	Ultra Hard
Idle direct	15m – 30m – 45m	22.5m – 45m – 67.5m
Idle peripheral:	7.5m – 24m	11.25m – 36m
Combat direct	15m – 70m	22.5m – 105m
Combat peripheral:	12m	18m
Silent/critical strike visual detection	7m	42m

\*visual detection for swimming is identical to on foot ranges

### Audio Perception Changes

Audible Detection Ranges	Normal	Ultra Hard
Idle	1m – 10m – 20m	1m – 14m – 28m
Swimming normal speed audible detection	2.5m	14m
Sprint swimming audible detection	7.5m	28m

### Behavior Changes

#### All Machines

- Multiple machines are allowed to attack simultaneously.
- Multiple machines may perform ranged attacks simultaneously.

#### Strider, Broadhead, Charger, Grazer, Lancehorn

- All of these machines are now more inclined to fight than to flee. When engaging them up close, three will stay and fight.
- All three machines are more aggressive during combat and will attack more often.

#### Humanoid

- Human enemies will attack more frequently.



## OVERVIEW

Collectables in Horizon Zero Dawn is a term that refers to Metal Flowers, Ancient Vessels, Banuk Figures and Vantage Points. These are joined in The Frozen Wilds by Pigments and Animal Figurines. Most Collectables are divided into sets, and once you've completed a set you may trade them in (with the exception of Vantage Points) to one of the specialized merchants in Meridian or the Cut. Doing so usually rewards you with a Treasure Box. The Notebook's "Collectables" tab shows which of these items you've already acquired and how many pieces are still missing from each set, and there are separate lists for the ones found in The Frozen Wilds. For the locations of all Collectables in the Cut, check out the "Region Guide" section.

	Use	Map	Map Cost
Pigments	Trade to Sekuli	Yes	200 Shards, 1x Goat Bone
Animal Figurines	Trade to Enjuk	Yes	200 Shards, 1x Badger Bone
Datapoints	None	No	–
Bluegleam	Purchase Banuk Goods	Yes	250 Shards, 1x Goat Skin, 1x Badger Bone

## PIGMENTS

The Banuk artist Sekuli paints her murals on the cliffs above Song's Edge. She's in need of fresh pigments to satisfy her artistic ambitions, and if you find a full set of three of these she'll reward you with a box that contains Bluegleam and powerful Modification Coils and Weaves. As she receives new pigments from Aloy she'll develop her mural, chronicling the Werak's trials.

## COLLECTABLES



Sekuli needs those Pigments to make her murals even more radiant.



Buying these maps makes tracking down the Collectables much easier.



The great Montana Recreations really knew what he was doing.

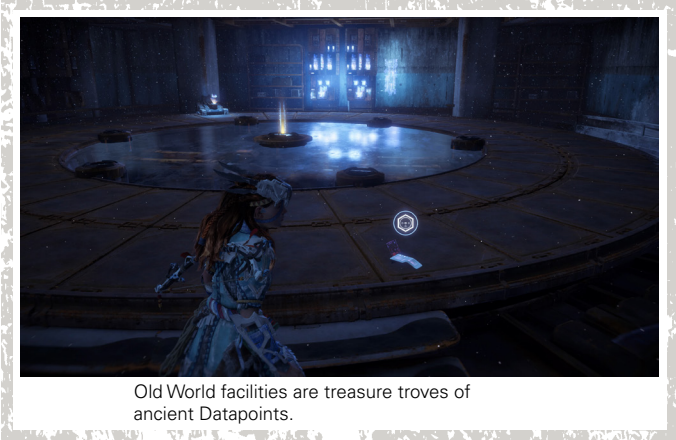
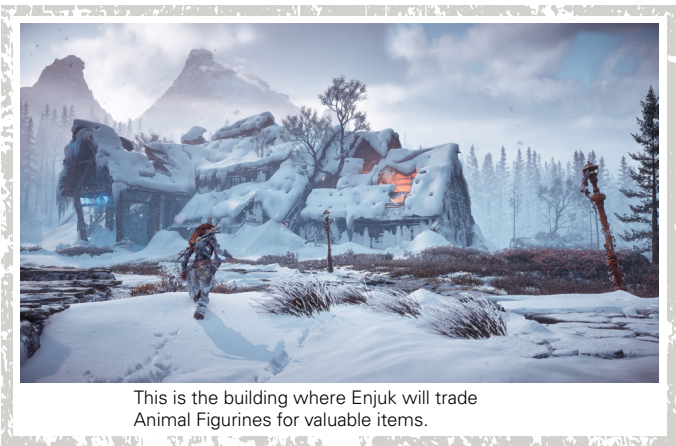
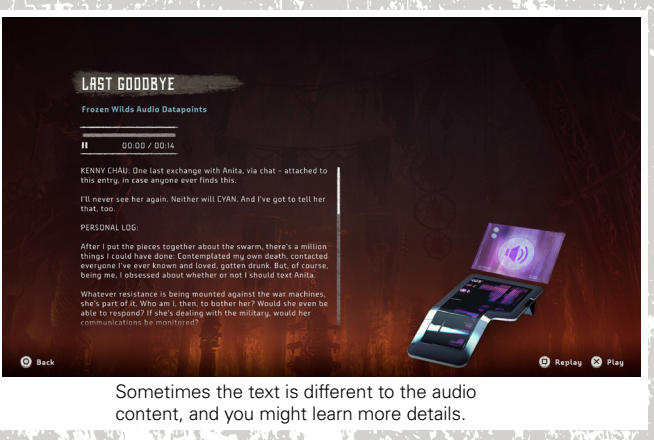


# Animal Figurines

Animal historian Enjuk resides in Hollow Hall, or “the shrine of forgotten beasts” as he likes to call it. He’s trying to find the holographic animal reproductions created by the mysterious Montana Recreations, of which he’s missing six. If you bring him one of these he’ll give you a reward box in exchange, usually containing Bluegleam and other valuable items.

# Datapoints

Datapoints are scraps of information which may serve as clues pointing the way forward or provide background exposition on the world of Horizon Zero Dawn. They can be found in the form of text logs, audio recordings, holograms or occasionally handwritten notes. In the main menu’s “Notebook” tab, you may review any Datapoints you’ve already located and see how many still lie undiscovered. Those new to The Frozen Wilds are separated into their own categories. All Datapoints you collect will be lost when you begin New Game+ mode.

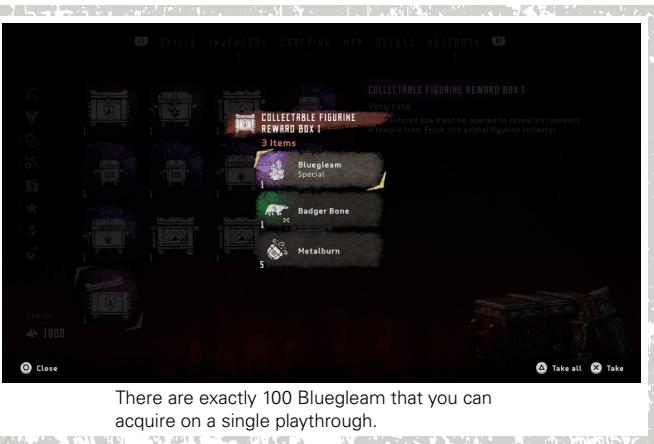
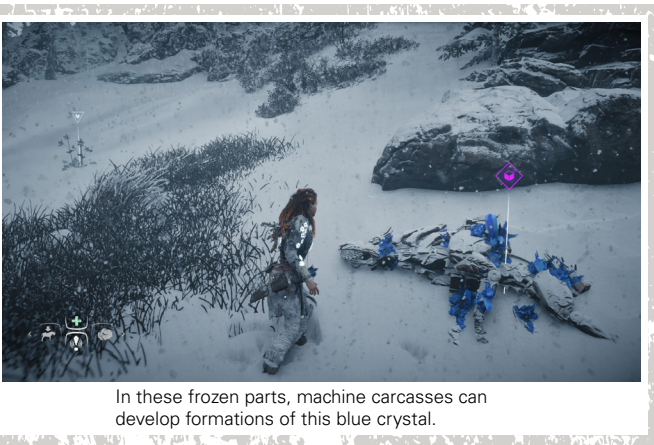


# Bluegleam

A crystal that develops on the bodies of fallen machines in this icy region, Bluegleam carries an almost religious significance to the Banuk. Believed to contain the essence of the Blue Light they worship, it’s highly valued by the Banuk and can be used to trade for unique weapons and outfits.

Merchants in the Cut sell their best wares only in exchange for Bluegleam, and all such items are one-time purchases and can’t be bought a second time. The Mystery Box Merchant in Meridian sells four Bluegleam Boxes, each of which is a one-time purchase in exchange for a lens from a highly dangerous machine: the Stormbird, Thunderjaw, Rockbreaker or Behemoth. Each of these boxes contain 1x Bluegleam. You will also acquire Bluegleam as rewards for completing Quests and Errands.

If you want to go hunting for natural sources of Bluegleam, you can purchase the “Bluegleam Map” from any Banuk goods trader (or from Enjuk) to help you find the location of these valuable formations. The map costs 250 Shards, 1x Badger Bone and 1x Goat Skin, and it’s worth acquiring as



soon as you get these items. It’s possible to acquire exactly 100 Bluegleam in the course of a normal playthrough, and you’ll need exactly 100 Bluegleam to purchase all of the unique items the Banuk merchants offer. For the exact location of every Bluegleam shard, check out the “Region Guide” section.

Item		Bluegleam Cost
Banuk Striker Bow		16
Banuk Powershot Bow		14
Banuk Champion Bow		12
Nora Silent Hunter Master Outfit		18
Carja Blazon Master Outfit		16
Banuk Ice Hunter Master Outfit		14
Banuk Nesting Box		2
Banuk Snowfall Box		2
Banuk Glacier Box		4
Banuk Tundra Box		1
Banuk Gambler's Box		1





# DAEMONIC MACHINES

You'll encounter Daemonic machines throughout the Cut. They can be identified by their purple outlines when scanned by Aloy's Focus, or by their purple tendrils, which usually appear from the necks and run along their backs [→□ 1]. Daemonic machines are more powerful than any regular machine that Aloy has faced. Their total health is increased by 25% for new machines and 75% for the original machines, with old machines getting a 75% damage boost, making them even more dangerous than Corrupted machines.

	Old Machines	New Machines
Health	+75%	+25%
Damage Dealt	+75%	—

## Daemonic Machines

Longleg	Charger	Fire Bellowback
Scraper	Behemoth	Freeze Bellowback
Thunderjaw	Shell-Walker	Stalker
Watcher	Scrocher	Snapmaw
Redeye Watcher	Frostclaw	Rockbreaker
	Fireclaw	

These machines cannot be Overridden, they are immune to Corruption damage and the Corrupted status, and they all share an extreme resistance to Shock. If they are linked to a Control Tower then it's worth remembering that Overriding the Tower will remove this additional Shock resistance, bringing them back to their regular amount.



Daemonic machines always appear with full armor plating and have higher elemental severity resistances than their regular counterparts, so they are not to be taken lightly.



The Frozen Wilds are dotted with mysterious, mechanical Control Towers. Each of these Towers will be marked on your map once you encounter them, and each is located in close proximity to a group of Daemonic machines [→□ 2]. Control Towers emit a purple pulse of light every 10 seconds that covers a radius of 60m and allows any machine within it to recover health, effectively repairing them. Even non-Daemonic machines can be healed by this pulse, and damaged components and armor are also healed. A destroyed component won't be regenerated, however, so getting rid of components is a good way to weaken these machines permanently.

The pulse also affects the ancient Shield-Weaver armor if you happen to be wearing it—it will instantly lose its shield when the pulse passes through Aloy. Another consideration is that any machine you've Overridden, including a mount you're riding, will be stunned by this pulse, and will remain incapacitated until the Tower is destroyed or Overridden [→□ 3].

	Small Machine	Medium Machine	Large Machine
Heal Amount	20%	15%	10%



Control Towers can either be Overridden or destroyed. They must cool down periodically, and if you shoot the Cooling Element that emerges during this process and deal 240 damage to it you'll destroy the entire Tower. The explosion created when a Control Tower is destroyed has a radius of 6m and deals 400 damage.

Each Tower has three Override Points. Overriding the Tower permanently deactivates it, and sends out a blue pulse with the same 60m radius. This pulse will apply the Shock status to all non-Overridden machines within it, leaving them vulnerable for a short period, and also removes the Shock resistance of Daemonic machines. You can only Override a Tower once, but you can still destroy it once it's been Overridden.



This is the exposed Cooling Element that must be damaged to destroy the Tower.



MACHINE CATEGORIES

The machines you'll encounter come in various sizes and were made for different purposes, so it makes sense that these are the two ways that the game sorts them—size and purpose—with each sorting method divided into further categories. Here you can see the categories for each method and which machines fit into each one.

These categories give you a sense of what each machine's primary functionality and behaviors are focused towards. Reconnaissance machines are often found patrolling areas around other machines (especially Acquisition types), looking for any potential threats. Acquisition machines focus on gathering natural resources for fuel, and that focus comes at the cost of perception; they'll often have their heads down, allowing you to sneak up on them easily [→□ 1].

Transport machines are employed to carry the resources gathered by Acquisition types between areas, often in the form of convoys that travel great distances along roads, so you'll need to keep a close eye on your map to see if you're running along a convoy route. As their name suggests, Combat machines are designed for pure combat and are a lot more aggressive and dangerous than other types.

MACHINE SIZE

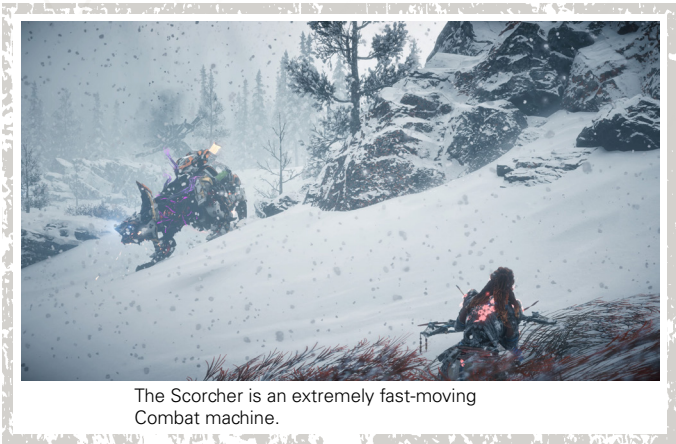
While a machine's role dictates some of its behaviors, the size category that a machine falls into is what determines how your attacks will work against it, and what type of loot you'll get from defeating it. This includes which type of Machine Core a machine it can drop when you kill it – Small, Medium or Large – with each size upgrade being worth considerably more when sold to vendors.

Machines in each category also share many of the same thresholds for inflicting elemental status effects or knock-downs; even if you've never faced a certain machine before,

if you know what size it is, you can be certain what it will take to inflict a status, since it will be the same as the other machines of that size. This does not apply to the new machines in The Frozen Wilds, however, so be sure to check the Hunting Targets section of this guide for those values.

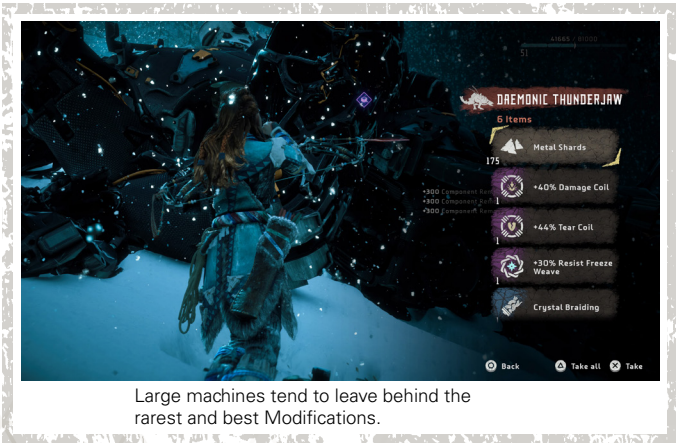
As a point of interest, there is one more category of machine: Communication. The only known resident of this category is the Tallneck.

Machine Type			
RECONNAISSANCE	ACQUISITION	COMBAT	TRANSPORT
Watcher	Strider	Sawtooth	Shell-Walker
Redeye Watcher	Broadhead	Stalker	Fire Bellowback
Longleg	Charger	Ravager	Freeze Bellowback
	Grazer	Thunderjaw	Behemoth
	Lancehorn	Stormbird	
	Scrapper	Scorcher	
	Glinthawk		
	Trampler		
	Snapmaw		
	Rockbreaker		
	Frostclaw		
	Fireclaw		



The Scorch is an extremely fast-moving Combat machine.

Machine Size		
SMALL	MEDIUM	LARGE
Watcher	Sawtooth	Behemoth
Redeye Watcher	Trampler	Rockbreaker
Strider	Fire Bellowback	Thunderjaw
Broadhead	Freeze Bellowback	Stormbird
Charger	Stalker	Deathbringer
Lancehorn	Shell-Walker	Fireclaw
Grazer	Longleg	
Scrapper	Snapmaw	
Glinthawk	Ravager	
	Corruptor	
	Scorcher	
	Frostclaw	



Large machines tend to leave behind the rarest and best Modifications.

ICON LEGEND

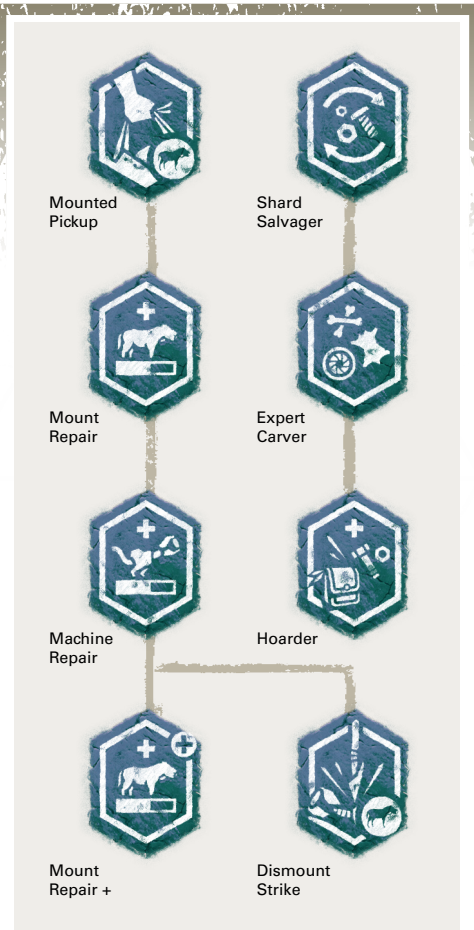
Below you'll see the full list of map icons used throughout this guide. These are the same icons used in the game, so if you're browsing a different chapter and aren't sure what a particular icon means, either refer to this chart or open the map in-game and press "Options" to view a truncated list.

Icon Legend	
Icon Name	Description
New Quest	Indicates the location of a Quest that has not yet been accepted.
Quest Waypoint	Markers indicating the locations of Quest objectives.
Custom Waypoint	Player-assigned markers. Add or remove these with ⊗.
Campfire	Save points and Fast Travel destinations. While loading a Save file from the menu does restore your Health, Quick Saving and continuing will not.
Merchant	Merchant shops. Each Merchant carries a different inventory.
Settlement	Inhabited areas of all sizes. Quests and Merchants can be found here.
Machine Site	Locations populated by specific species of machines. Ideal for hunting.
Cauldron	Ancient facilities that manufacture machines and store Override codes.
Tallneck	Giant, non-hostile machines that collect and store geographical data.
Corrupted Zone	Contaminated zones overrun by powerful Corrupted machines.
Control Tower	Towers that upgrade all machines within their pulse radius.
Bandit Camp	Universally hostile enemies. Camps become Settlements when cleared.
Vantage Point	Geocache boxes containing holographic images of the Old World.
Ancient Vessel	Mug-like relics of unknown use sought by a merchant in Meridian.
Metal Flower	Reforestation devices sought by a special merchant in Meridian.
Pigment	Ink pigments used by Sekuli to paint the cliffs of Song's Edge.
Animal Figurine	Holographic animal archive collected by Enjuk at Hollow Hall.
Bluegleam	Crystal of high value to the Banuk, used for trading.





A new skill tree encompassing the Traveler Skills has been added in The Frozen Wilds. As the name suggests, these Skills provide a variety of benefits related to Mount functionality and foraging efficiency; they include the ability to repair overridden machines, a substantial increase in drop rates of valuable crafting materials and an additional expansion of the Resources Satchel. In this section you'll find a detailed description of every new Skill as well as tips for making the best use of each one.



## SHARD SALVAGER

Cost: 1

Skill Details

Disassembling Grants 50% of Metal Shard value

Works on\*: Resources / Modifications

\*Only works on items which can be sold to Merchants

Once learned, the Shard Salvager Skill grants Aloy the ability to dismantle Resource or Modification items in return for 50% of their innate Metal Shard value. Quite the handy feature, as being forced to choose between leaving



items behind when your pack is full, or fast traveling back to a Merchant in order to offload some of your bounty can be highly inefficient and time consuming. Disassembling can be performed by simply opening the Inventory Menu and highlighting the desired item, then holding **X** to salvage it. Just as when selling to a Merchant, it's possible to disassemble multiple items in a stack by pressing **O**, then selecting the appropriate amount before holding **X** to complete the process.

Once disassembled, the items are permanently deleted from your inventory and cannot be bought back or recovered; try to exercise some degree of caution when rapidly salvaging large quantities of items in order to avoid accidentally dismantling those with good trade values. It's ideal to save your highly valuable items for a trip to the Merchant, since you'll then be able to bank their full Metal Shard value instead. It's also worth noting that it's impossible to disas-



Cost: 2

Skill Details

Skins and Bones from animals Drop Rate +15%

Hearts and Lenses from machines Drop Rate +5%

As the name implies, Expert Carver improves Aloy's chances of extracting rare and valuable materials from the carcasses of Wildlife or destroyed machines **[→□ 3]**. While this Skill only increases the drop rate of skins, bones, lenses and hearts—the sheer value of these items makes Expert Carver a Skill that should be acquired as early as possible. Over the course of the game, the increased abundance of these crucial crafting and trading materials will significantly accelerate the development and acquisition of better Gear and Supplies.

semble Weapons, Outfits, or Unique Modifications—there's thankfully no need to worry about unintentionally salvaging some of your most prized possessions when navigating menus.

Since disassembling only extracts 50% of the total Metal Shard value of an item, it's best used on stacks of low value Resources such as excess Sparkers or Root plants to quickly free up some inventory space until you get access to a Merchant **[→□ 1]**. Low tier Modification Coils or Weaves should also be salvaged whenever space is a concern **[→□ 2]**. This is a sound practice in general, but is especially important on Ultra Hard difficulty where every single Metal Shard counts. Always try to make use of the Shard Salvager Skill to extract some value out of items you would previously have had to abandon, and to minimize the number of trips to the Merchant that you would have otherwise been forced to make during your travels.



## EXPERT CARVER

You'll be spending less time hunting Wildlife when trying to upgrade your Ammo Pouches or Resource Satchels, and each machine killed after investing in this Skill will have a greater chance of yielding key materials needed to trade for the shiny new Weapon or Outfit you've been eyeing. It's also worth noting that the Metal Shard value of these rare crafting materials tends to be high, so as a side-effect, Expert Carver also positively influences the rate at which you gain Metal Shards once it's been learned. This is an essential Skill and its importance cannot be overemphasized when playing on Ultra Hard difficulty—where upgrading your arsenal and crafting supplies is exponentially more expensive and resource intensive.



## HOARDER

Cost: 3

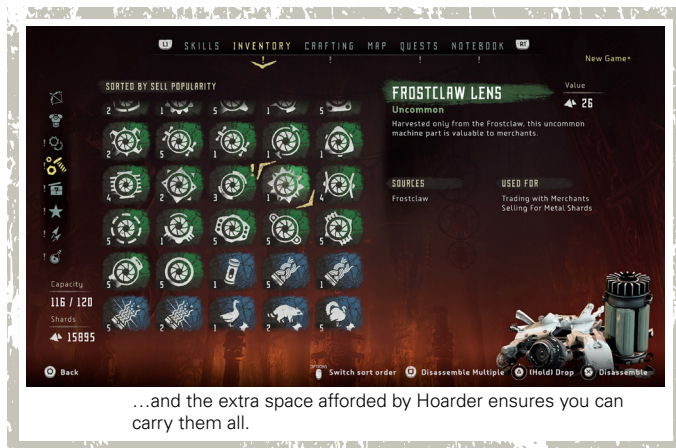
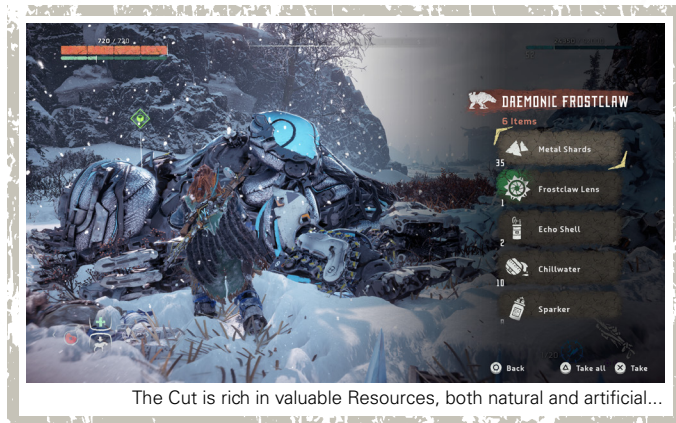
**Skill Details**

Resource Inventory Slots  
Maximum Resource Inventory Slots with Better Packing & fully upgraded Resource Satchel.

20%  
120

**H**oarder is a convenient Passive Skill that increases Aloy's Resource Inventory Slots by 20% once acquired; this increase only applies to the Resources section of your inventory and has no effect on the amount of Ammunition, Traps or Potions that you can carry at any given time. Since this 20% improvement is based on your current number of Resource Inventory Slots, consider waiting until you've upgraded your Resource Satchel to its maximum capacity before investing the substantial number of Skill Points necessary to learn Hoarder.

There's no doubt that this Skill is invaluable in the long run however, as you'll spend less time managing your inventory and making unwanted trips to the Merchant, in addition to being able to hold onto more crafting materials—bettering your overall effectiveness and chances of survival during heated combat situations. The ability to carry larger amounts of the resources necessary to craft supplies and ammunition in the middle of battle can tilt the odds in your favor, and allow you to scrape out a victory from an otherwise hopeless situation.



## MOUNTED PICKUP

Cost: 1

**Skill Details**

Prerequisite Ability to Override Machines

**B**eing forced to dismount every single time you want to gather some plants or loot a carcass can easily deter you from collecting many of the valuable resources encountered while riding across Horizon's vast expanses. The Mounted Pickup Skill eliminates this issue entirely, and makes mounted traversal a much smoother experience. Learning this Skill allows you to gather or search at any nearby points of interest without first needing to dismount and step foot on the ground [→□ 1]. To make use of this new ability, simply press △ when in range of a gather point (or hold △ near search points) in the same manner as on foot. Doing this will cause your Mount to come to a full stop as you gather



or search; once you've collected what you need, immediately press ⊗ to spur your Mount and quickly pick up speed again.

Learning Mounted Pickup makes mounted hunting and combat much more practical and enjoyable—as you're now free to loot your quarry or collect the spoils of a battle without constantly being interrupted by the need to dismount. For those who love the feeling and convenience of riding across the open-world, spending the single Skill Point required to learn this ability as soon as possible will be more than worth the investment.



Cost: 2

Cost: 3

**Skill Details**

Repair Cost

**Repair Mount**

10x Metal Shards per 12 health points

**Repair Mount +\***

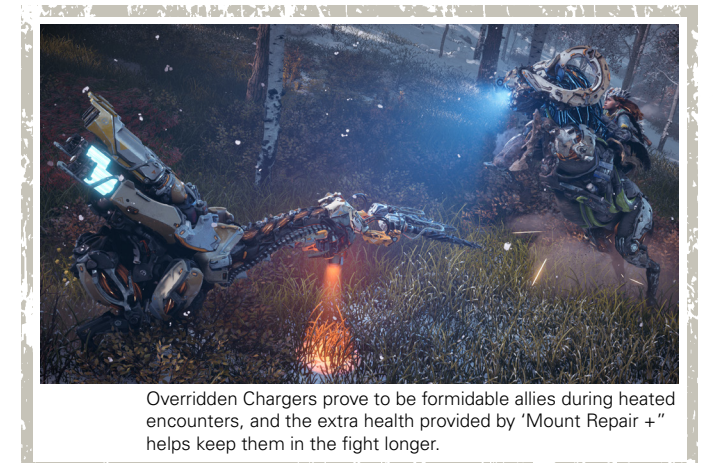
5x Metal Shards per 24 health points

\*Increases Mount Health

**M**ount Repair lets you perform emergency repairs on any damaged Strider, Broadhead, or Charger currently overridden—restoring it to peak health at the cost of some Metal Shards. Holding ⊕ next to a damaged Mount will cause Aloy to hunker down and begin patching up the machine; a red bar indicates the machine's health, with your current (now rapidly dwindling) supply of Metal Shards displayed next to it. The process can be relatively lengthy depending on the severity of the damage sustained, so it's not always practical to attempt using this Skill while enemies are alerted to your presence.

The cost associated with this process is important to keep in mind since it's quite steep until the Mount Repair + Skill has been learned. It's also worth noting that this cost is dependant on the total health pool of the machine type being repaired, so species like the Charger are substantially more expensive to fix up than the Strider for example [→□ 2].

Upgrading to Mount Repair + drastically reduces the cost of repairs while also significantly speeding up the process—it's now possible to perform the repairs quickly enough for them to be done mid-battle. As an added benefit, any overridden mount gains a permanent health increase—making these companions sturdier and better suited to prolonged combat encounters.





Though it's worth considering using this Skill to repair a Charger or even a Broadhead when there are no suitable replacement sites nearby, it's simply much more cost efficient to use the Call Mount Skill (which you should definitely invest in before acquiring this pair of Skills) to summon a replacement at no cost whatsoever. When playing on Ultra Hard difficulty, we recommend that you outright avoid spending shards to repair your mounts—as these resources are far too precious to be spent for this purpose.



Don't be too concerned with repairing your mount, since summoning a replacement using the Call Mount skill provides a much cheaper alternative.

## MACHINE REPAIR

Cost: 3

**Skill Details**

Repair Cost	10 metal shards per 12 health. 5 metal shards per 24 health. *
-------------	---

\*With Mount Repair +

**M**achine Repair allows you to use some of your precious Metal Shards to perform emergency repairs on any overridden machine type. This is done by holding **Ⓐ** next to any damaged machine currently overridden, and is functionally identical to the Mount Repair skill. It's important to note that this action can be interrupted at any point by letting go of **Ⓐ**, and that it isn't required to fully repair a machine once the process has begun.

Unfortunately, repairing most machine types doesn't come cheap—this makes it difficult to recommend doing unless you're positively overflowing with Metal Shards. Even so, the sheer amount of Metal Shards required to completely repair some of the larger machine types is staggering; restoring a Thunderjaw to peak condition can cost upwards of five thousand shards and is far too lengthy a process to ever have any practical application. **[→□ 1]**

To help mitigate these prohibitive costs, the benefits gained from Mount Repair + also synergize with this Skill. Once you've acquired this upgrade, the repair costs are greatly reduced, and the process is also significantly sped up. Regardless, we recommend that you only focus on repairing small or medium-sized machine types, and particularly only



The slowly-accelerating ticking sound played when repairing machines is oddly satisfying



Some battle wounds are simply beyond repair.

in situations where you feel like their prolonged presence on the battlefield could turn the tides in your favor.

Larger machines are still incredibly expensive to repair, and the value proposition remains borderline impossible to justify. If you still choose to invest in repairing one of these beasts, make sure to patch them up just enough so they can gain the extra edge needed to prevail over their competition. Once the battle has been won, you'll gain no further benefits from these temporary alliances, so there's no reason to waste shards fully repairing overridden machines.



## DISMOUNT STRIKE

Cost: 3

**Skill Details**

Base Damage*	400 Damage
Strong Strike +	520 Damage

\* Not affected by Spear damage value.

**Exceptions**

Medium machines	Doesn't work on Trampers & Corruptors
Humans	Elite Humans require "Leader Strike" Skill

**D**ismount Strike grants you the ability to perform the equivalent of a mounted Strike from Above, jumping directly onto a nearby target before delivering a devastating blow with your Spear. This flashy leap attack shares many visual and functional similarities with the aforementioned Strike from Above Skill, including the capacity to instantly take down any small machine and most human opponents, as well as severely damage most medium-sized machines.

To perform a Dismount Strike, simply approach a suitable target while riding your Mount and press **Ⓐ** when prompted to initiate the attack. Note that unlike Strike from Above, it isn't necessary to be positioned on higher ground to activate this Skill. Dismount Strike can be performed while moving at any speed—including when at a complete standstill. These properties make it an excellent option when looking to turn the tables on enemies giving chase while you attempt to ride away from a skirmish, as you can wait for your pursuers to close in before surprising them with a Dismount Strike.

While Aloy does remain grounded following a successful Dismount Strike, it's possible to quickly pinpoint the location of your Mount before immediately jumping back in its saddle and repeating the process—effectively chain killing entire packs of smaller machines such as Watchers or Scrappers without launching a single arrow.

Keep in mind however, that during heated encounters it's possible that you'll be either knocked off your Mount or that an attack will interrupt the startup window of your Dismount Strike before it gets the chance to connect with its target. Performing this Skill leaves you wide open to retaliation from other threats, so be careful when engaged in combat with particularly aggressive groups of opponents.



Skip pressing **Ⓐ** and instead jump back directly onto your Mount to immediately perform another Dismount Strike.





## HUNTING GEAR

Even the best hunter is nothing without their gear. The Frozen Wilds introduces some serious new additions to Aloy's arsenal, and if the rumours of lethal new machine types prove to be true then she's really going to need them. If it's something Aloy can wear, craft or use, then it's covered here.



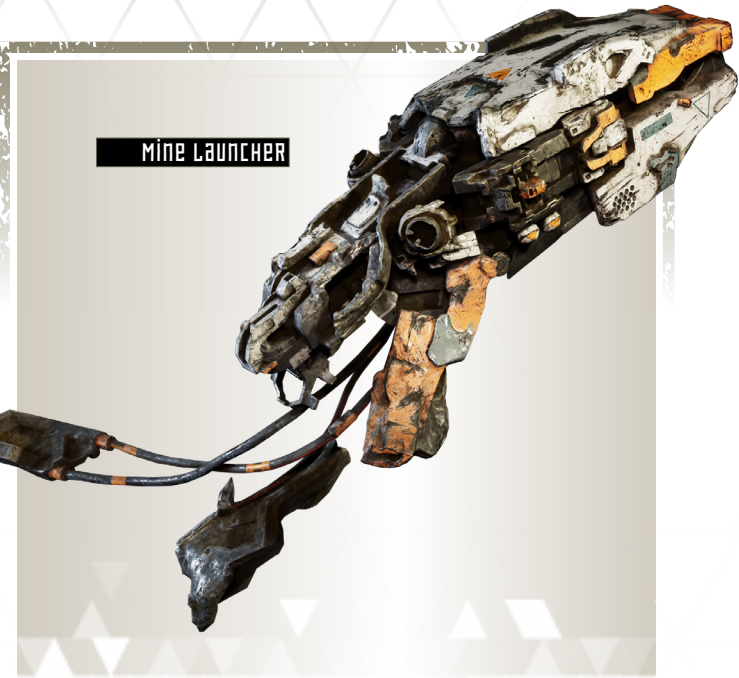
# Mine Launcher

Exclusively acquired by wresting it from a Scorchers back, the Mine Launcher allows you to rapidly cover the battlefield with proximity-triggered Explosive Mines. This mortar-like Heavy Weapon boasts a surprisingly high rate of fire when holding down **R2**, and can deliver its payload at quite a distance—including lobbing mines over obstacles or large machines—due to its adjustable arc-shaped firing trajectory.

Considering its limited ammo capacity, the Mine Launcher is best used to quickly block choke points or to carpet your immediate surroundings. Explosive Mines can be thought of as quick-use Detonating Blast Traps, since their short activation window makes them suitable for use during heated encounters. In combat, consider the attack pattern of your opponents and aim the Explosive Mines along the path they’re most likely to follow while pursuing you. The Mine Launcher can be used defensively in this sense, since the blast generated by its mines has a knockback effect and their Explosive Damage is likely to place your targets in a Stagger or Knockdown state.

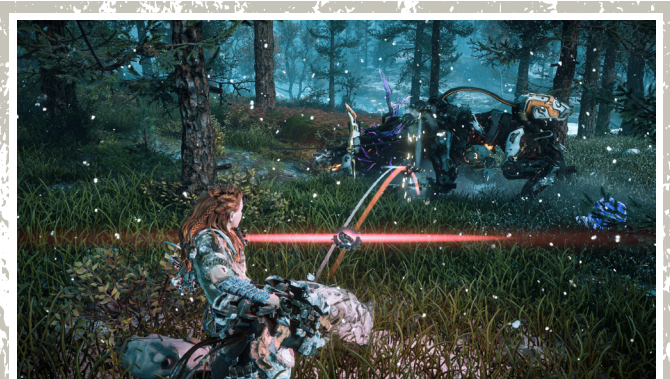
The proximity-triggered Explosive Mines linger for 30 seconds before self-detonating, which affords you just enough time to deploy them as traps before an engagement if you’ve carried the Mine Launcher over from a previous encounter. It’s important to note that Explosive Mines don’t detonate upon impact with an enemy—instead, they’ll bounce off the target and initiate their arming sequence once they hit the ground. The Mines hover around eye level and produce a reddish glow once fully armed, along with a whirring sound that increases in pitch as you get closer. Beware that the mines are incapable of distinguishing friend from foe, and will inflict light damage and knockback if you trigger them by mistake.

Since this Heavy Weapon can only be obtained by severing it from a Scorchers back, chances are that you’ll often be turning the Mine Launchers destructive capabilities against its previous owner. Due to the Scorchers exceptional agility and relentless nature, consider using your Ropecaster to first tie it down before picking up the Mine Launcher and unloading its entire payload on the now-defenseless beast. Against larger immobilized machines, avoid aiming directly at the body and instead focus your fire at the ground a few inches away from your target’s most vulnerable components; this will slightly shorten the Mines’ activation window and maximize your damage output.



Weapon Details	
Shot Type	Delayed Explosive
Effective Range	40m
Rate of Fire	3.33 per Sec
Damage	150
Blast Radius	2m
Magazine Size	30
Fuse Time*	30sec
*Fuse Time before Mine automatically explodes and disappears	

Acquisition Details	
Obtained From	Scorcher



Aim your mines just in front of the immobilized machine in a concentrated volley for the best results.



Storm Bolts are the bane of smaller machines, as their huge blast radius can easily take out entire groups.

# Banuk Stormslinger

Dureas signature weapon, the Banuk Stormslinger is an unorthodox staff-shaped contraption designed to launch a barrage of electrically-charged Storm Bolts directly at targets. Upon impact, these projectiles deliver escalating amounts of Explosive damage and moderate Shock buildup within a small blast radius. The Stormslinger functions unlike any other weapon in Aloy’s arsenal in that its damage output is governed by a charge meter displayed below the aiming reticle when the weapon is fired.

A series of five white bars progressively lights up as the Stormslinger is fired without pausing, indicating its current

## Weapon Details

Weapon Details			
Damage Range	60-85	Improved / Adept Stormslinger	40-400
Clip Size	5	Improved / Adept Stormslinger	20
Ammo per Pack	10	Crafter Skill	12
Pouch Capacity	20	Max Upgrade	60
Effective Range	120m	Shot Type	Direct
Blast Radius	Charge 1-5	Charge 6-7	Charge 8
	Small	Large	Largest

Ammo Types & Modification Slots			
Weapon Types	Max Charge Value	Modification Slots	Value
Banuk Stormslinger	5	1	50
Improved Stormslinger	8	2	100
Adept Stormslinger	8	3	100


Acquisition Details		
	Obtained From	Cost
Banuk Stormslinger	Reward for completing ‘The Shaman’s Path’ Side Quest; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x825, Frostclaw Lens x1
Improved Stormslinger	Reward for completing ‘Geared Up: Stormslinger’ Errand; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x1650, Scorcher Heart x1
Adept Stormslinger	Purchased from Banuk Goods Merchant on New Game+	Metal Shards x3300, Scorcher Heart x1, Boar Skin x5



charge level. As this charge increases, the rate of fire and Explosive damage dealt by Storm Bolts also steadily rises, with the fifth shot being the most powerful. Keep in mind that the charge meter will start to rapidly drain whenever the weapon's firing is interrupted, so performing evasive maneuvers or taking breaks between shots will significantly lower your damage output. Since the basic Stormslinger only holds a maximum of five bolts per magazine, you'll ideally want to manually reload before each volley as it will be impossible to reach a maximum charge level without starting your offense from a full magazine.

Though the moderate amount of Shock build-up inflicted by the Stormslinger is a nice bonus, it's generally best to rely on more specialized tools such as the War Bow, Sling or Tripcaster when specifically looking to stun enemies with the Shock status. On the flipside, the Explosive damage caused by its Storm Bolts makes it quite good at dislodging arrays of Components or armor plates [→□ 1]. A few barrages are often all it takes to quickly dismantle most machine targets, reducing their combat effectiveness while dealing considerable damage in the process. Though aiming at the general region in which a machine's key Components are located is highly beneficial, the Stormslinger doesn't generate any extra damage when its bolts connect with a machine's Weakpoints; it's therefore unnecessary to focus your aim on these harder-to-hit areas, as you won't be dealing any additional damage even if successful.

## AMMO

STORM BOLTS			
	BASE	IMPROVED	
	60-85	40-400	
	15	15	
Crafting Cost: Sparker x25, Echo Shell x5			

Storm Bolts are the only type of ammo available to all Stormslinger models but pack quite a mean punch, especially at higher charge levels. Although they're capable of inflicting modest amounts of Shock build-up, you'll mostly depend on their considerable Explosive damage to make short work of your targets. The damage dealt is tied to the charge level of your Stormslinger's charge meter, and features a fairly tight spread on the regular model. The Improved model displays a much wider range of values, with its overcharged shots dealing high amounts of Explosive damage at the cost of a portion of your health [→□ 2/3]. Overcharged Storm Bolts also feature a much larger blast radius, which can be worth exploiting when dealing with clusters of enemies, as long as you're able to withstand the self-inflicted damage.



The Stormslinger fires its projectiles in a straight trajectory, but due to their relatively slow travel speed, aiming at agile or smaller-sized enemies can be somewhat challenging. You'll have to lead your shots and follow the target's movements in order to consistently hit your mark, though it's also possible to exploit the modest blast radius of Storm Bolts by aiming at the ground near opponents to catch them in the explosion. Making use of the Concentration + Skill to slow things down can also be quite helpful when attempting to place your shots. The above factors, combined with the high crafting cost of Storm Bolts, relegate the standard Stormslinger to a specialized role: it is most effective when used to weaken larger, less mobile targets and to quickly take out small clustered groups of weaker enemies.

Though Storm Bolts are incapable of igniting the Elemental Canisters or Power Cells found on several machine species, they are extremely efficient at destroying Battery Packs and Freeze or Blaze Sacs. In fact, it's important to keep in mind just how good Storm Bolts are at destroying such Components, as the resulting detonation's radius is massive and can easily catch you off guard when fighting at close to mid range. Repeated Storm Bolt barrages aimed at groups of Snapmaws or Bellowbacks, for example, can result in some impressive chain reactions as their volatile components detonate in rapid succession. All this power comes at a cost however: Storm Bolts are quite expensive to craft. Try to avoid heavily relying on the Stormslinger and carelessly burning through your supply of Sparkers and Echo Shells, as these crafting materials are also used to create some of your other primarily Shock or Tear based ammo types.



Take the Stormslinger outside the Cut and you'll really get some use out of its ability to Shock machines.

## RECOMMENDED MODIFICATIONS

IMPROVED	ADAPT
 	 
	 

All Stormslinger models are exclusively compatible with Shock or Handling Coils. This severely limits your choices when it comes to Modifications, as there's unfortunately no straightforward way to increase the base Explosive damage dealt by this weapon. You can either focus on inserting Handling Coils,

which will substantially increase the firing and reload rate, or opt to slot in Shock Coils to bolster the Stormslingers's otherwise modest Shock build-up. While it's possible to boost the Shock value of the Stormslinger high enough to make it a viable tool when Shocking enemies, focusing instead on its Handling offers a much wider range of improvements. This is especially true of encounters with the Cut's Daemonic enemies, which benefit from a very high resistance to Shock.

The increased rate of fire afforded by greater Handling allows you to reach higher charge levels more quickly, and goes a long way towards improving the sluggish nature of Storm Bolts. Faster reloading allows you to shorten the time between volleys, so your overall damage output effectively increases in lockstep with the Stormslinger's Handling value. Very Rare coils with a primary Handling or Shock type can sometimes also feature a Damage increase as their secondary or tertiary attributes, and can allow you to raise the Stormslinger's base damage output; however, focusing on reaching a Handling value of around 100-120 should be your main goal. The unique Painted Weapon Coil is a great fit for this weapon, as you'll gain a huge upgrade in both Shock and Handling values at the cost of a single Modification slot.

## IMPROVED STORMSLINGER

The Improved Stormslinger—the product of combining an original Banuk Stormslinger with Varga's superb Oseram craftsmanship—features greatly enhanced destructive capabilities over its previous incarnation. This new model comes with an expected bump to its overall base Explosive damage output (though, regrettably, its Shock severity build-up rate is unchanged), but the key to its drastically improved performance comes in the form of

some essential changes made to the charge meter. The revised charge meter now features three empty bars above your aiming reticule; this improvement allows you to keep firing the weapon past its safety limits (up to a charge level of eight), seriously upgrading the damage and blast radius of the Storm Bolts launched while overcharged. The catch, however, is that each overcharged shot generates a backfire, resulting in a progressively higher loss of health





# FORGEFIRE

The Forgefire is a unique flamethrower-like device created by Varga which imitates the Bellowback's ability to launch a sustained stream of flames at close to mid range. The resulting inferno inflicts severe Fire damage combined with high amounts of Fire build-up to anything unfortunate enough to be caught within its reach. The basic Forgefire is only effective at fairly short ranges and consumes vast amounts of Blaze as its fuel source, but the speed at which it's capable of inflicting the Burn status is staggering, dealing significant damage over time to all but the most Fire-resistant machine types. Additionally, when the Forgefire's flames touch the ground, they linger and form small puddles of burning Blaze which deal light amounts of

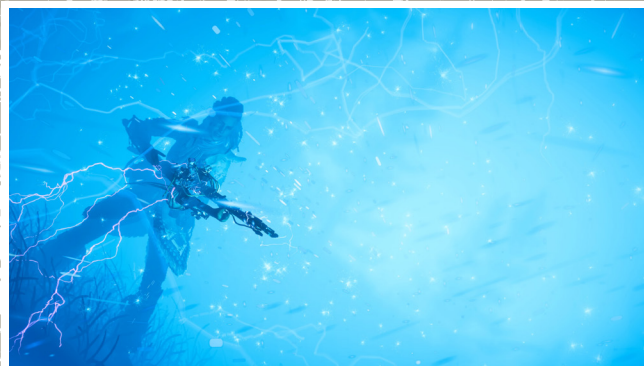
## WEAPON DETAILS

Weapon Details		
	Firethrower	Fire Burster
Charge Time	—	1sec
Shot Type	Spray	Direct Arcing Cannon Shot
Puddle Damage	5 per sec	5 per sec
Rounds Per Sec	4 per sec	—
Effective Range	12.5m	70m
Clip Size	20	5
Ammo per Pack	10 (12)*	2(3)*
Pouch Capacity	30	4
Max Upgrade	60	12

\*Crafter Skill

Ammo Types & Modification Slots				
	Firethrower	Fire Burster	Slots	Value
Forgefire			1	50
Improved Forgefire			2	100
Adept Forgefire			3	100

Acquisition Details		
	Obtained From	Cost
Forgefire	Defeating Bandit Leader Ohlgrud at Stone Yield Bandit Camp; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x800, Scorcher Lens x1
Improved Forgefire	Reward for completing 'Geared Up: Forgefire' Errand; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x1659, Fireclaw Heart x1
Adept Forgefire	Purchased from Banuk Goods Merchant on New Game+	Metal Shards x3200, Fireclaw Heart x1, Metal Vessel x50



The Improved Stormslinger can prove more dangerous than your enemies when used carelessly.

as you push the Improved Stormslinger closer to its breaking point. Firing the weapon while the charge meter is at maximum capacity culminates in a complete overload that knocks Aloy off her feet and sends her flying backwards, causing life-threatening injuries in the process. Needless to say, you'll want to avoid this at all costs!

Along with the Improved Stormslinger's increased magazine size of 20, these tweaks transform the original model into a veritable risk-reward powerhouse capable of some truly impressive destructive feats once tamed and mastered. The trick to realizing this weapon's full potential is to always focus on 'revving' your charge meter up to the maximum safe limit, before letting go of **R2** just long enough to allow the meter to go back down one charge level. Once this happens, firmly press **R2** again until the next Storm Bolt exits the weapon, then immediately let go of the trigger and quickly squeeze it once more to repeat the process; this technique allows you to launch a steady stream of high-powered Storm Bolts until your expanded magazine is empty. The timing required can take some practice to fully internalize, but if executed perfectly, this method greatly elevates the Improved Stormslinger's damage potential, as you'll be maintaining the charge meter at its fifth charge level for every bolt fired.

Using the Stormslinger efficiently requires a delicate balance between risk and reward. A moment's carelessness can lead to severe injuries, but with the right Outfit, preparation and timing, the weapon's true potential can be unlocked by deliberately overcharging it. The damage you receive from overcharged shots can be mitigated by using Resist Shock and Health Boost Potions while wearing the Oseram Sparkworker or Shield-Weaver Outfits. When mis-handled, however, the Improved Stormslinger can pose a greater threat to you than any of your opponent's attacks, so this strategy carries significant risks and should only be attempted by more advanced or confident players.

The Shield-Weaver Outfit's shields will completely absorb the damage dealt by the first overcharged shot fired, but won't provide any further protection until it fully recharges. This makes it a poor choice when aiming to consistently push the weapon into overdrive, but can otherwise provide a nice safety net against the occasional timing mistake when attempting to keep the Stormslinger at maximum safe charge levels.

### Ultra Hard

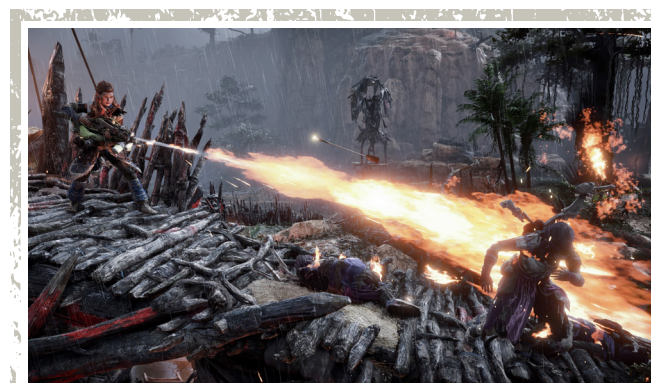
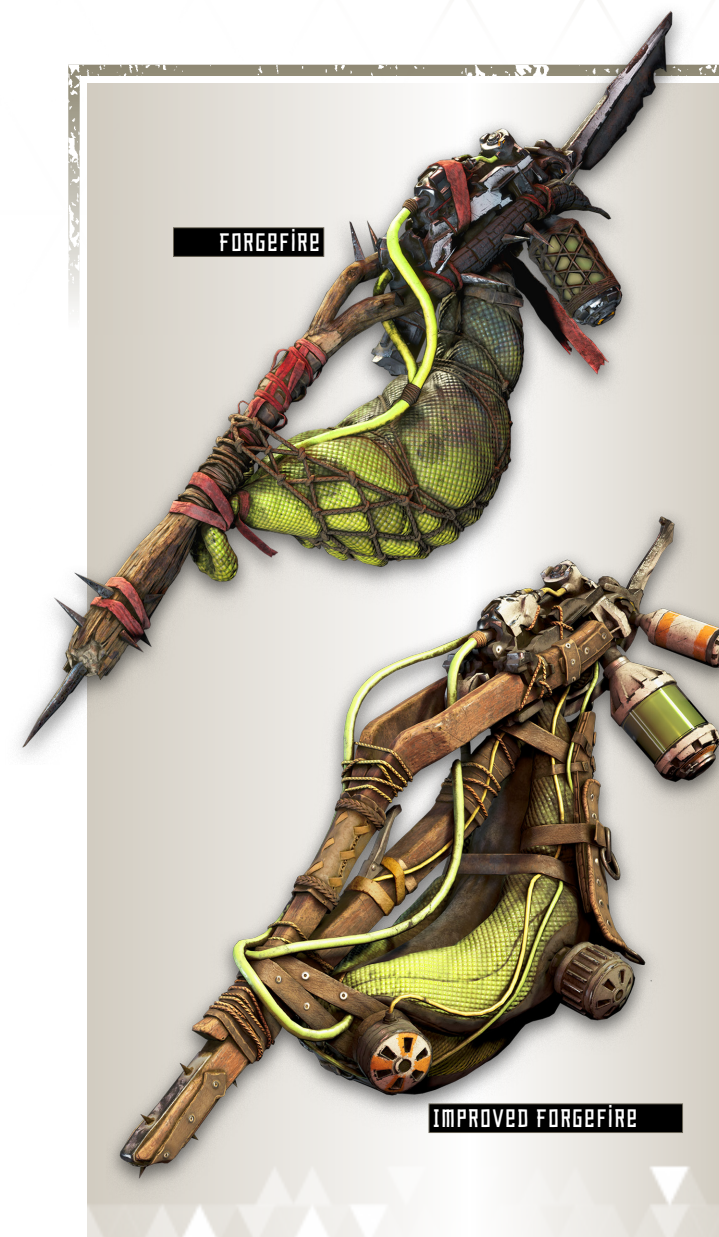
The damage you take when overloading the Improved Stormslinger is contingent on the shot's overcharge level as well as the current difficulty level—starting off quite negligible on Story mode and becoming incredibly punishing on Ultra Hard.

Overcharge Level (Charge Meter)	Damage Received (Normal Difficulty)		
	(No Reduction)	(Resist Shock potion)	(Maximum Reduction)
6	50	31	25
7	100	62	50
8	150	94	75
9 (Overload)	300	188	150

\*Damage caused by overcharge is 50/50 split between standard Damage and Shock

The Oseram Sparkworker Outfit coupled with your finest Resist Shock Weaves will provide the best overall insulation against the Shock damage caused by overcharged shots; you may further combine this with Resist Shock and Health Boost potions for maximum protection. With these preparations in place, it's now possible to rev the Improved Stormslinger up to the sixth charge level without incurring serious amounts of damage, provided that your basic health pool is above the 500 or so mark. The revving timing is different and somewhat trickier here, since the charge meter takes longer to cool down once overcharged, but the benefits are certainly obvious, as the blast radius and the damage dealt will be vastly improved.

Whether you choose to play it safe or favor a daredevil playstyle, the demands of constantly dodging, aiming and maintaining the optimal charge level during heated encounters significantly increases the risk of accidental overloads. Remember that no matter how confident and skilled you are when handling the Improved Stormslinger, you'll still be taking some degree of damage—voluntarily or otherwise—so always keep a large stock of Full Health potions at the ready in your Tool Wheel when using this weapon.

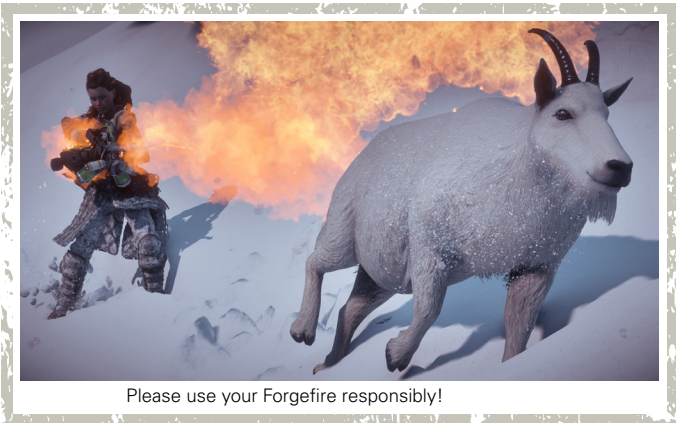


Human opponents are highly susceptible to the Firethrower's flames, with standard types receiving 2x damage and Elite / Heavy types receiving 1.5x damage. Bosses are unaffected.



recurrent Fire damage and build-up to anything within their radius.

The basic Forgefire really shines against enemies with an inherent weakness to Fire, such as the newly introduced Frostclaw, and the direct damage caused by its stream of flames can put a serious dent into even the sturdiest of machines. It can also be used to quickly apply the Burn status before being swapped out in favor of another weapon with better range and versatility. Avoid using it against machine types with high Fire resistance—it will be all but useless in those cases and you'll simply end up wasting valuable Blaze resources in the process.



## AMMO



**F**irethrower ammo is arguably your strongest option when it comes to inflicting Burn status on machine types vulnerable to Fire, with its range and high Blaze cost being the only real drawbacks. It also produces devastating results when unleashed on Human enemies, provided that you're able to close the gap quickly enough to set them ablaze without being taken out in the process. Firethrower ammo excels at dealing large, sustained amounts of Fire damage, and is capable of quickly melting through groups of smaller machine types; the lingering damaged caused by the Burn status is likely to kill off any that survive the initial inferno.

It's important to note that Firethrower ammo is unable to ignite Blaze canisters, so you'll still be relying on the tried-and-true Fire Arrows for this purpose. Additionally, though it's simple to utilize and doesn't require much in the way of precision when aiming, Firethrower ammo is incapable of destroying components, removing armor plating and causing Stagger or Knockdown states. Crafting costs for Firethrower ammo are also quite steep—coming in at 20 Blaze per pack—so you may want to consider spending some time stocking up on Blaze if you intend to make extensive use of the Forgefire.

### Ultra Hard

This high ammo upkeep cost combined with the universal reduction to Elemental Severity build-up present on the Ultra Hard difficulty makes Firethrower ammo something you'll want to use relatively sparingly when braving this mode. It's still quite potent, but avoid using it frivolously or you'll soon find yourself running out of Blaze extremely quickly [→□ 1]. You'll then be forced to either invest time farming it from herds of Grazers, or spending a lot of Metal Shards purchasing it from Merchants—shards that could be much better spent elsewhere.



## RECOMMENDED MODIFICATIONS



**A**s was the case with the Stormslinger, the range of modification types compatible with this weapon is quite limited, with the basic Forgefire model only accepting Fire or Handling coils. Ideally, you would want to find hybrid coils capable of simultaneously increasing both attributes, but the essential goal should be to insert your most potent Fire coils in order to bolster the Firethrower ammo's damage output and Fire buildup rate.

Handling reduces the time it takes for the weapon to charge up and improves its reload speed, but these benefits are quite limited and pale in comparison to the damage increase gained by raising the Forgefire's Fire statistic. There are unfortunately no unique coil types perfectly suited for this model; if you've already acquired the Veteran's Weapon Coil then it can at least increase the weapon's Fire value, though this powerful coil could likely be put to much better use elsewhere.

## IMPROVED FORGEFIRE

**M**odified with parts scavenged from a Bellowback's snout, the Improved Forgefire possesses the ability to launch deadly Fire Burster rounds. These fireballs can cover large distances, akin to a sort of primitive portable cannon, and cause massive amounts of Explosive damage and Fire build-up to everything within reach of their blast radius. Lingerin Fire puddles also blanket the blast area, dealing residual Fire damage to anything resilient enough to have survived the initial impact. Fire Burster rounds require a significant charging period before they can be fired: this is initiated by holding [R2] until a circular gauge completely envelops the reticule, at which point the shot is automatically launched. To ready another round, you'll

need to release [R2] and then squeeze it again to restart the process. The Improved Fireforge can hold five Fire Burster rounds in its barrel before needing to be reloaded.

Though capable of delivering its payload across wide areas, the Improved Forgefire doesn't offer any type of trajectory guideline, which means you'll have to manually account for the arcing trajectory of your shots and aim well above your target at longer ranges. Practice makes perfect here, so if your first shot misses its mark, simply adjust your aim slightly to compensate and try again. Thankfully, the size of the impact radius ensures that you won't need pinpoint accuracy in order to hit your mark with Fire Burster rounds.



# BANUK ICERAIL

In many ways the counterpart to Varga’s blistering Forgefire, the Banuk Icerail instead focuses on dousing its victims in a mist of pure Chillwater, quickly inflicting the Freeze status and rendering them vulnerable to further attacks. This deadly Icethrower inflicts continuous Freeze damage while sustained on a target, and coats the ground in lingering pools of Chillwater, which inflict minor Freeze build-up to anything within reach. Though the Banuk Icerail’s range is relatively limited and it’s ineffective outside of close quarters, it compensates for this shortcoming by potentially freezing enemies faster than any other tool in your arsenal. Hardly any of the machine types you’ll encounter exhibit enough Freeze Resistance to withstand the Banuk’s Icerail’s Icethrower spray for more than a few seconds. Much like its red-hot counterpart, the Banuk Icerail is quite

## WEAPON DETAILS

Weapon Details		
	Icethrower	Ice Cannon
Charge Time	–	3 Sec
Shot Type	Spray	Direct
Puddle Freeze Build-up	10 per sec	–
Effective Range	17.5m	120m
Clip Size	20	–
Ammo per Pack	10 (12)*	2 (3)*
Pouch Capacity	30	4
Max Upgrade	60	12
*Crafter Skill		

Ammo Types & Modification Slots				
	Icethrower	Ice Cannon	Slots	Value
Banuk Icerail			1	50
Improved Icerail			2	100
Adept Icerail			3	100

Acquisition Details		
	Obtained From	Cost
Banuk Icerail	Reward for completing “For the Werak”; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x750, Fireclaw Lens x1
Improved Icerail	Reward for completing ‘Geared Up: Icerail’ Errand; subsequently available for sale at Banuk Goods Merchants.	Metal Shards x1500, Frostclaw Heart x1
Adept Icerail	Purchased from Banuk Goods Merchant on New Game+	Metal Shards x3000, Frostclaw Heart x1, Blaze x50

The Improved Forgefire is much more versatile than its predecessor, with the ability to freely swap between Firethrower ammo and Fire Burster rounds making it capable of unleashing hell at both short and long ranges. This makes it an obvious choice when facing any machine type with a vulnerability to Fire, but it’s more than potent enough to cause serious damage to the vast majority of other enemies lurking in the wild. Avoid using it against Fireclaws and Scorchers, however—their innate resistance to both Fire and Explosive damage is a direct counter to this weapon [→□ 1].



## AMMO

FIRE BURSTER ROUNDS

BASE

MAX MODS

60

--

30

--

Crafting Cost: Metal Burn x5, Blaze x20

Fire Burster rounds are multi-purpose wrecking balls capable of inflicting copious amounts of Explosive damage and Fire severity, as well as leaving Fire puddles on the site of impact. They can be launched across great distances, and can often be safely lobbed

from a vantage point where enemies will have a tough time retaliating in a timely fashion. Furthermore, the Fire Burster rounds decimate clustered groups of small enemies, due to their huge blast radius and residual Fire damage.

Despite their impressive power, these Explosive fireballs unfortunately don’t perform well when it comes to putting machines in Stagger or Knockdown states, though they do excel at dislodging Components and armor plates. Make sure to always focus your fire on a machine’s key Components and removeable parts so you can maximize the destructive potential of Fire Burster rounds.

Watch your Blaze supply carefully when using the Fire Burster—its rounds do not come cheap and you’ll need lots of Blaze and Metalburn to be able to craft them. While it is prudent to only resort to Fire Burster rounds during difficult encounters, they are incredibly potent against lesser enemies if you have the resources to spare.

## RECOMMENDED MODIFICATIONS

IMPROVED

ADEPT

The Improved Forgefire adds compatibility with Damage Coils in addition to the original model’s support for both Fire and Handling Coil types. This broadens your choices a bit, meaning you’ll be faced with a bit of a balancing act depending on your goals. Fire remains just as potent as before, and is a requirement if your main purpose is to use the Forgefire as a tool to apply the Burn status as quickly as possible.

If you favor Fire Burster rounds and wish to increase their Explosive damage, then you’ll absolutely want to insert some Damage coils. The previously inconsequential Handling coils also yield more substantial benefits here, by significantly reducing the charge-up time of this new ammo type; however, due to their prohibitive costs it’s best to prioritize enhancing the raw effectiveness of Fire Burster rounds versus improving their rate of fire.

With that said, hybrid Modifications that simultaneously cover Damage, Fire and Handling are ideal in any situation—the unique Pristine Weapon Coil and the Untested Weapon Coil are fantastic choices and will greatly bolster your Improved Forgefire’s capabilities.

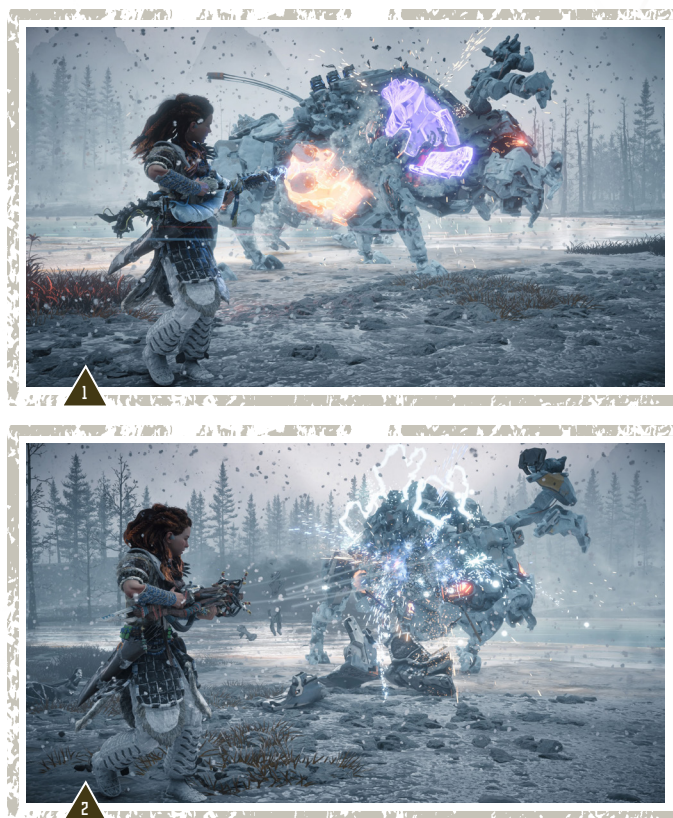


These puddles are an added benefit of the Icerail.

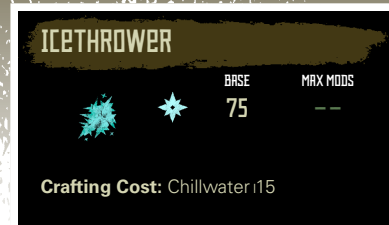


the ammo hog as well, rapidly guzzling down Chillwater when used liberally. It's often best to rely on other weapons such as the Sling's Freeze Bombs or the War Bow's Freeze Arrows for Freezing weaker targets, saving the Icerail's precious ammo for tougher machines such as the Scorchers or Fireclaw. The Icerail synergizes particularly well with the Rattler, as they're both effective at similar distances and are quite complementary in purpose [→ 1/2].

A noteworthy tactic involves sprinting towards an unsuspecting machine with Icethrower ammo at the ready, then break into a slide as you enter attack range. Draw the Icerail mid-slide to trigger the Hunter Reflexes Skill, then unleash a spray of Icethrower mist to rapidly Freeze your target. It's even possible to jump near the end of your slide to extend the time dilation period if the target hasn't been Frozen by this stage. Continue your attack with a barrage of Metal Bolts from the Rattler to inflict tons of direct damage to the temporarily stunned and weakened machine. If you favor a long-range approach once your target has entered a Frozen state, switching to the Sharpshot Bow and nocking three Precision Arrows by way of the Triple Shot skill can allow you to make short work of most machine types.



## AMMO



As mentioned previously, Icethrower ammo is arguably the fastest way to put machines into a Frozen state. If range isn't an issue, then this is your best choice for quickly applying Freeze build-up to machine targets. Though the damage dealt by the spray itself is substantial, you'll generally get better results from using Icethrower ammo to Freeze enemies before switching to other weapons.

The Icethrower's reach may be limited, but you don't need to be standing directly next to your target for it to be effective. This is important to remember when facing larger machine types like the deadly new Fireclaw, which often completely fill the screen at close range; in such situations it can be difficult to see the machine's incoming attacks, so always attempt to keep a healthy distance while still staying within effective range.

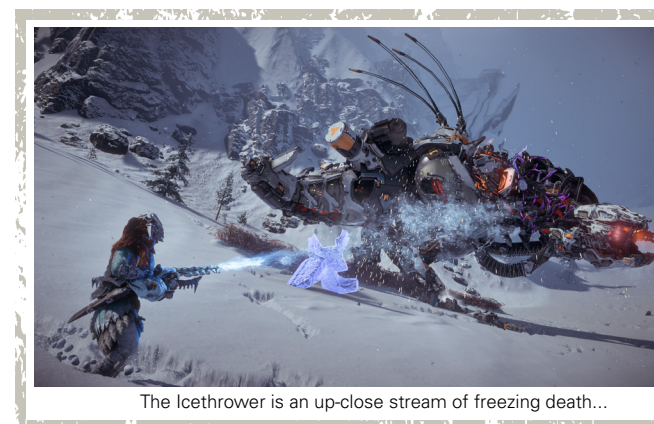
Though the spray won't ignite Freeze Canisters or detonate components, it is surprisingly good at dislodging armor plates. With this in mind, it's a good idea to focus your aim on areas where clusters of protective armor plates are located so that you can remove them during the Freezing process. Lastly, remember to keep an eye on your Chillwater reserves, as Icethrower ammo is quite easy to burn through. This resource is also required to create other types of Freeze-centric ammunition, such as the Improved Icerail's devastating Ice Cannon rounds, so make sure to closely manage your supply.

## RECOMMENDED MODIFICATIONS

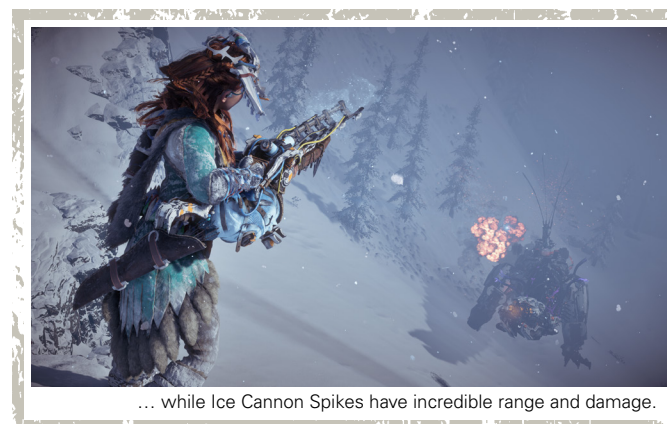


The standard Banuk Icerail is only compatible with Freeze and Handling coils, so the options here aren't exactly plentiful. The obvious choice is to focus on increasing the Freeze attribute, hastening the weapon's Freeze build-up and consuming less ammunition in the process. The accompanying bump in Freeze damage is also nothing to scoff at.

Focusing on Handling will slightly increase the Banuk Icerail's reload rate, but it's far from essential and doesn't hold a candle to the benefits gained from raising your Freeze value instead. Finding a hybrid mod that covers both ends of the spectrum would be ideal, but otherwise always prioritize enhancing your Banuk Icerail's Freeze statistic. Out of all the unique options, only the Drummer's Weapon Coil is compatible with this weapon, but can significantly raise your Freeze value. This Coil is far better suited to the War Bow, however, so try to get your hands on a regular Freeze mod instead.



The Icethrower is an up-close stream of freezing death...



... while Ice Cannon Spikes have incredible range and damage.

## IMPROVED ICERAIL

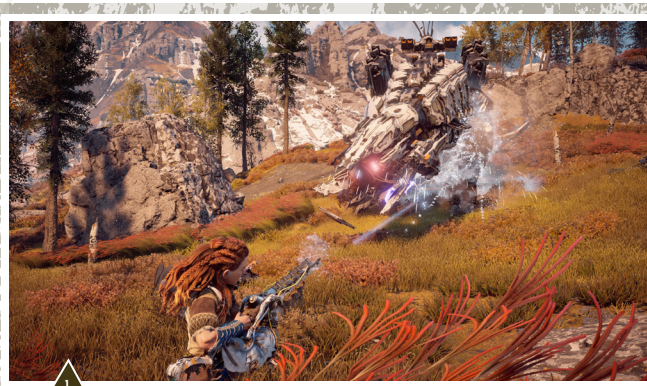


The Improved Icerail is a true Chieftain's weapon.

Retrofitted with a high-grade part extracted from a fallen Thunderjaw's mandible, the Improved Icerail is now able to condense pure Chillwater into a solid spike of ice, before discharging it at a high velocity. The Ice Cannon function transforms the Icerail into a slow-firing, high-damage, precision sniping weapon, capable of crushing even the sturdiest of machine types when connecting with their Weakpoints. These frigid spikes primarily deal standard damage along with medium amounts of Freeze Severity build-up on impact.

The Improved Icerail is handicapped by the lengthiest charging period in the game—you must continue to hold





**R2** while the reticule slowly constricts, eventually locking into place once the Ice Spike has been fully formed and readied for launch. Although painfully slow to fire, the Ice Cannon's massive destructive potential can more than make up for this shortcoming. Due to its phenomenal effective range, the Improved Icerail can be used to safely dislodge major Components from afar, dealing as much damage as possible from a distance before moving in for the kill if the target is left standing. You can also make use of this model's Icethrower functionality to take the fight up close and Freeze your target, before switching to

the Ice Cannon and aiming for the most vulnerable area. Some of the highest-damage single strikes in the game can be generated using this technique, and it's capable of instantly crippling the vast majority of machine types you'll be facing.

The key to this strategy is to maximize the damage potential of each shot by first Freezing the machine with Icethrower ammo, then readying an Ice Cannon round and aiming at critical Components or exposed Weakpoints. Setting up in advance by using Tearblast Arrows to remove some of the armor plating from these vulnerable areas can help expedite battles if your target survives long enough to thaw and recover from its Frozen state. The goal here is to simultaneously take advantage of both the innate damage modifier of the Weakpoint being targeted, and the defense penalty inherent to the Frozen state. When executed properly, this technique can produce some staggeringly high damage values, sometimes outright killing even hardy machines with a single well-placed Ice Cannon round.

Machines will be momentarily immobilized when inflicted with the Freeze status, giving you a perfect opportunity to begin charging your Ice Cannon. Even without the use of Handling Mods, this brief opening should give you enough time to aim at your target's most vulnerable Component or Weakpoint before it regains control of its motor functions. You can also make use of Detonating Blast Traps or Blast Wires and Bombs to inflict Stagger or Knockdown states, which can buy you enough time to ready a spike while the machine attempts to get back on its feet. It's also worth mentioning that Ice Cannon spikes exhibit an amazing amount of stopping power—enough to halt most machines in their tracks as they recoil from the sheer force of the impact. Aiming at exposed leg joints is a sure-fire way to briefly incapacitate most machines **[→□ 1/2]**.

## AMMO

Ice Cannon Spikes			
	BASE	MAX MODS	
	300	--	
	50	--	
Crafting Cost: Metal Shards 100, Chillwater 15			

The last word in long-range warfare, Ice Cannon Spikes easily display the highest per-shot damage potential of all available weapon types **[→□ 3]**. They can simultaneously benefit not only from damage multipliers inherent to Weakpoints and Components, but also from those associated with the Freeze status, allowing you to dish out some truly impressive damage if your shot finds its mark. Try to avoid hitting armor plates at all costs, since they will negate the vast majority of your Ice Cannon Spike's damage output.

This ammo type synergizes perfectly with the Concentration + skill, helping you to line up your shots with much greater ease. Do all you can to ensure that each

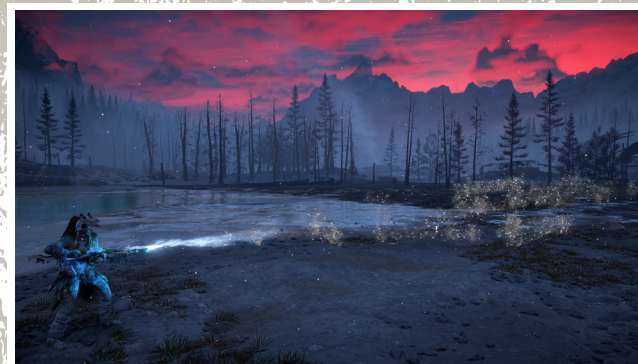
shot strikes true—the charge time for Ice Cannon shots is quite long and can easily be interrupted if you take damage or perform evasive maneuvers, so it's important to wait for the right moment before beginning your charge. Ice Cannon Spikes are also the most expensive ammo type to craft in the game, balancing out their devastating capabilities; it's instead much cheaper to purchase them from Banuk Goods Merchants, with the obvious drawback that you won't have access to this option during battle or exploration. Still, once your ammo pouch is fully upgraded, you'll be able to carry a healthy supply of these, so make sure to stock up before heading out!



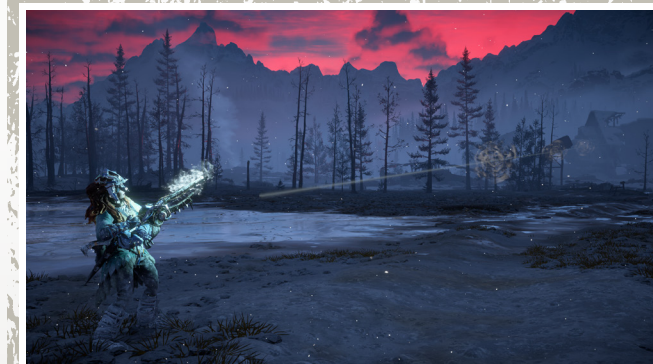
## RECOMMENDED MODIFICATIONS



The Improved Icerail introduces support for Damage Coils in addition to the previous model's compatibility with Freeze and Handling modifications. Handling is much more important since it reduces the Ice Cannon's charge time, so you should improve all three attributes evenly in order to maximize the Improved Icerail's effectiveness. Damage coils are the only enhancements capable of increasing the Ice Cannon's base damage, making raising this value instrumental when it comes to exploiting damage modifiers on Weakpoints and frozen machines.



Freezing a machine with the Icethrower will cause a brief stun...



...so switch to the Ice Cannon and charge up a shot.

Increasing the Freeze value remains essential when attempting to quickly Freeze targets with the Icethrower ammo, so you'll ideally want to raise that value as well. This becomes easier when you gain access to the Adept Icerail (which has three Modification slots) during New Game+, but thankfully, there are a few unique weapon coils that can help in the meantime: the first is the Pristine Weapon Coil, which will greatly raise your Damage and Handling attributes; the second is the Hidebound Weapon Coil, which is good for raising your Damage and Freeze. You can also keep an eye out for hybrid mods, and it's recommended that you adjust the balance between these values to best suit the primary role you wish to assign to the Improved Icerail. If you favor using the weapon's sniping functionality, then focus on increasing Damage and Handling; if you gravitate towards the Icethrower's Freeze potential, then exclusively augment your Improved Icerail with Freeze Coils.



# BANUK BOW VARIANTS

The Frozen Wilds introduces a set of legendary Banuk Bow models exclusively obtained by trading Bluegleam to Merchants found in The Cut [→□ 1]. These high-grade bows each feature the ability to perform Overcharged shots, extending their draw time but greatly improving their damage and severity build-up potential in exchange. Other than their appearances and this signature ability (which is detailed below), these weapons share identical functionality and Arrow Types with their respective Hunter, Sharpshot or War Bow equivalents. The increased effectiveness of the Banuk models helps counter the higher threat level posed by the Daemonic machines roaming this region, and should therefore be acquired as early as possible. The right to wield them must be earned, however, as only hunters gifted enough to survive out in the frigid expanses may return with enough Bluegleam to offer up as trade for these masterworks.

## OVERCHARGE MECHANIC

Banuk Bows feature a unique Overcharge mechanic, allowing you to unleash significantly more powerful shots at the cost of some additional draw time. To harness this new technique, simply draw and hold the arrow as you normally would, then continue holding [R2] past the initial charge point (represented by the two horizontal lines latching onto the reticule) instead of releasing at that stage. The large circle will continue constricting around the crosshair until it fully converges and the reticule locks into



place, signifying that your next shot is now Overcharged and ready to fire [→□ 2/3]. The benefits of Overcharging differ for each Arrow type (and are individually listed in this section), but in general, expect a twofold increase in Damage, Tear Damage, Elemental build-up and Stagger



potential in comparison to normal shots. Releasing an arrow before the Overcharge process is complete won't result in any accuracy penalty (provided the initial charge level has been reached); in this case the damage dealt will be equal to a regular, non-Overcharged shot. Releasing an arrow before the circle fully constricts may feel slightly awkward, but it's often the best option when there's simply no time to complete the Overcharge process.

Once available, the Overcharge technique used in combination with the Triple Shot Skill becomes one of the best ways to deal massive amounts of damage, inflict elemental status effects, and throw even the mightiest of machines off-balance and into a Knockdown state. Banuk bows do come with a few noteworthy drawbacks, however, with the most notable being the slight overall reduction in effectiveness of their regular shots when measured against each respective Shadow or Adept bow counterpart. The extended draw time required to Overcharge your shots also leaves you wide open to enemy attacks, which can make the ability somewhat tricky to fully exploit during heated encounters, since dodging forces you to restart the process; fortunately, you can compensate by inserting Handling mods to reduce draw time requirements.



**Damage Comparison Table**

	Shadow	Banuk Striker Bow	
		Regular	Overcharge
<b>Hunter Arrow Damage</b>	15	10	40
<b>Hunter Arrow Tear Damage</b>	25	20	65
<b>Hardpoint Arrow Damage</b>	30	20	70
<b>Hardpoint Arrow Tear Damage</b>	75	50	90
<b>Fire Arrow Elemental Severity</b>	25	20	50

This enhanced Hunter Bow model presents an impressive Damage and Tear Damage improvement over its lesser counterparts, meaning that when Overcharged, even the modest Hunter and Hardpoint Arrow types now prove useful against the much sturdier Daemonic machines inhabiting The Cut. The Banuk Striker Bow's Fire Arrows also benefit greatly from being Overcharged, with an outright doubling of their Fire severity build-up. This makes them a cheap but highly efficient way to put distant or aerial targets in a Burning state. The many Glinthawks you'll doubtlessly encounter as you journey through the Banuk lands are particularly vulnerable to these Overcharged Fire Arrows, especially when combined with the Double or Triple Shot and Concentration skills [→□ 4].

Like all other Hunter Bow variants, the Striker Bow features a high base Handling value, so Overcharging your shots won't feel too sluggish even without inserting any Handling coils. With that said, it's worth raising the Handling statistic

# BANUK STRIKER BOW



Blue pings and a rumble notify you when your overcharged shot is ready.

as high as possible while simultaneously focusing on either Damage upgrades or Fire severity improvements. Once you get your hands on them, the unique Pristine Weapon Coil and Untested Weapon Coil are both great fits for this new bow.

The Banuk Striker Bow presents enough advantages for it to be considered an outright replacement over other Hunter Bow models, though there is one slight drawback to keep in mind: the high Handling value of Hunter Bows makes them capable of rapid-firing from the hip when repeatedly pressing [R2]. If this is a technique that you utilize on a constant basis, then the reduced effectiveness of the Banuk Striker Bow's non-Overcharged shots will negatively impact its performance. Unless you particularly prefer the Adept Hunter Bow for this reason, we recommend that you use the Banuk Striker Bow instead as soon as you have access to it.



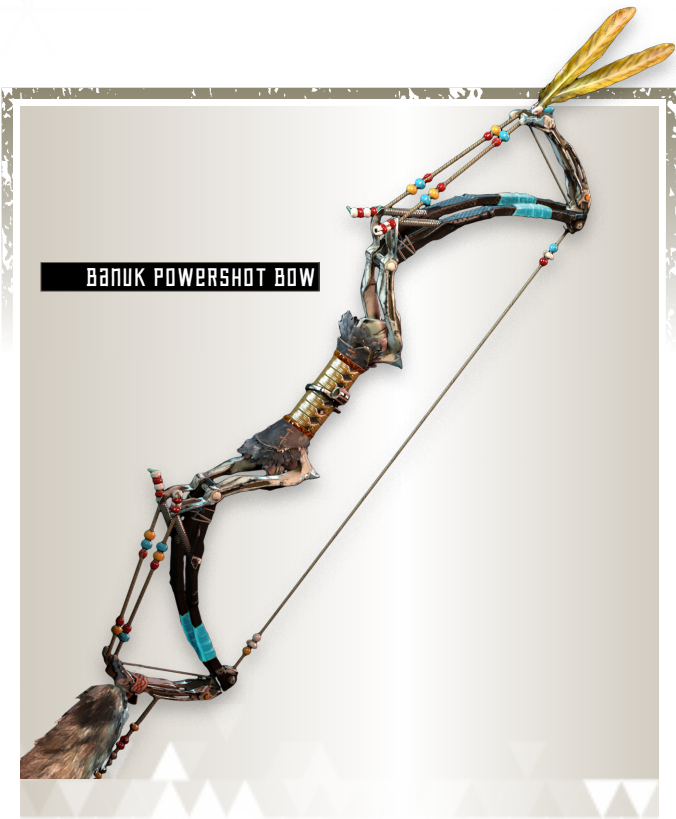


# BANUK POWER-SHOT BOW

The Banuk Powershot Bow's Overcharge ability synergizes extremely well with its primary role as a long-distance sniping weapon. Precision Arrows gain a large Damage and Tear Damage increase, and the extra draw time necessary to Overcharge tends to be a non-factor when used preemptively against enemies that are not yet aware of your presence. Using Precision Arrows mid-combat becomes a bit more challenging, as you'll often be forced to release your shots early during heated encounters, or to wait for larger windows of opportunity before beginning your charge. Increasing this bow's meager Handling statistic goes a long way toward improving its efficiency during close-to mid-range combat, so try to take advantage of any situation where a machine has been incapacitated in order to simultaneously Overcharge a few Precision Arrows by using the Double or Triple Shot skill. It's likewise possible to deal impressive amounts of burst damage to Frozen enemies by using Overcharged volleys of Precision Arrows aimed at Weakpoints, making this weapon one of the best raw damage dealing options in your arsenal.

Tearblast Arrows don't benefit from being overcharged in any way, so remember to release each shot upon reaching the initial charge level. Harvest Arrows see a meteoric rise in damage once Overcharged, but unfortunately this level of improvement isn't mirrored in their Tear Damage output. Due to their main utility being tied to that value instead of their raw Damage potential, Harvest Arrows don't benefit greatly from being overcharged, although it certainly doesn't hurt in situations where the enemy is unaware of your presence and time isn't a factor.

If you prefer exclusively using Precision or Tearblast Arrows in a stealthy manner and as a method of initiating encounters, then it's best to forget about upgrading Handling and instead focus directly on boosting the Banuk Powershot Bow's Damage and Tear Damage values. When it comes to unique modifications, the Pristine Weapon Coil is a perfect fit for this weapon, and it's highly recommended that you insert it here if you plan to make heavy use of Precision Arrows. Since this model's performance when firing regular shots is only a slight step down from other Sharpshot Bow types, it's best to simply stick with the Banuk Powershot Bow once it's been acquired.



Damage Comparison Table	Shadow	Banuk Powershot Bow	
		Regular	Overcharge
Precision Arrow Damage	60	50	100
Precision Arrow Tear Damage	30	25	50
Harvest Arrow Damage	10	5	50
Harvest Arrow Tear Damage	50	50	60
Tearblast Arrow Tear Damage	100	100	100



Overcharged Precision Arrow volleys using the Triple Shot skill can produce some Jaw-droppingly high damage numbers!



Damage Comparison Table	Shadow	Banuk Champion Bow	
		Regular	Overcharge
Shock Arrow Impact Damage	5	3	7
Shock Arrow Elemental Severity	25	20	50
Freeze Arrow Impact Damage	5	3	7
Freeze Arrow Elemental Severity	25	20	50
Corruption Arrow Elemental Severity	50	40	80



1

# BANUK CHAMPION BOW

Used exclusively as a support weapon, the Banuk Champion Bow provides a fantastic performance improvement over previous War Bow models. The Severity values inflicted by its overcharged Shock and Freeze Arrows represent a twofold increase in effectiveness, making it possible to Stun or Freeze machines much faster than before while remaining at a safe distance [→□ 1]. The weapon's Corruption Arrows don't benefit from quite so drastic of an increase but still represent a significant improvement in Corruption Severity build-up rate, making this status less expensive to inflict by reducing the number of Corruption Arrows required per target [→□ 2].

Since the Banuk Champion Bow is most effective when used to apply its various status effects from a distance, it's not as essential to focus on improving its Handling value, though it's certainly beneficial if you plan to use this weapon in a more direct fashion mid-battle. You can adopt a balanced approach if you find yourself relying on most of the Banuk Champion Bow's functionality, or settle for more specialization if you heavily favor a specific payload type. In any case, the unique Drummer's Weapon Coil is custom-tailored for the War Bow, and should be inserted in your Banuk model as soon as possible; otherwise, simply focus on raising your favored Elemental Severity value as high as possible while also increasing the weapon's Handling



2

if you find its sluggishness has a negative impact on your playstyle. Finally, there's no viable reason to consider using any of the previously available War Bow counterparts once you've acquired the Banuk Champion Bow; its overcharge ability simply provides too many benefits to consider reverting to any other model.





# OUTFITS

There are two brand new outfits available exclusively in the Cut. The first is the Banuk Werak Runner outfit, which can be purchased at the various Banuk Goods Merchants in the region. The second, the Banuk Werak Chieftain outfit, is an improved version of the Runner outfit acquired by completing the Quest “For the Werak.” These outfits don’t have any base stats for protection against damage, but are unique in that they provide passive healing over time, though at a fairly slow rate. Using these outfits to heal during combat is not very practical, since the healing only begins to take effect after a short period of time from the point that Aloy gets injured. This can be a great way to conserve potions and supplies when there are no threats about, however. These outfits are also great for healing fall damage, and can save you a lot of valuable Shards and resources when playing on Ultra Hard difficulty.

The materials required for the Banuk Werak Runner set are difficult to acquire within The Cut, so it’s a good idea to stock up on these (or hold on to them) before you head north to tackle this new area. The rate at which these outfits heal you can’t be improved, since no Modifications affect it. On New Game+ there is an Adept version of the Banuk Werak Chieftain outfit that offers an extra Modification slot but is otherwise identical to the basic version.



## BANUK WERAK RUNNER

Modification Slots	None
Base Stats	None
Passive Healing	20 second delay, then heals over 240 seconds
Cost/Acquired by	x1000 Metal Shards, x10 Desert Glass, x10 Slagshine Glass



## BANUK WERAK CHIEFTAIN

<b>Banuk Werak Chieftain</b>	
Modification Slots	2
Base Stats	None
Passive Healing	12 second delay, then heals over 180 seconds
Cost/Acquired by	Complete the Side Quest “For the Werak”

<b>Banuk Werak Chieftain Adept</b>	
Modification Slots	3
Base Stats	None
Passive Healing	12 second delay, then heals over 180 seconds
Cost/Acquired by	Complete the Side Quest “For the Werak” on New Game+



## NORA SILENT HUNTER

Modification Slots	3
Base Stats	30 Stealth
Cost/Acquired by	x18 Bluegleam



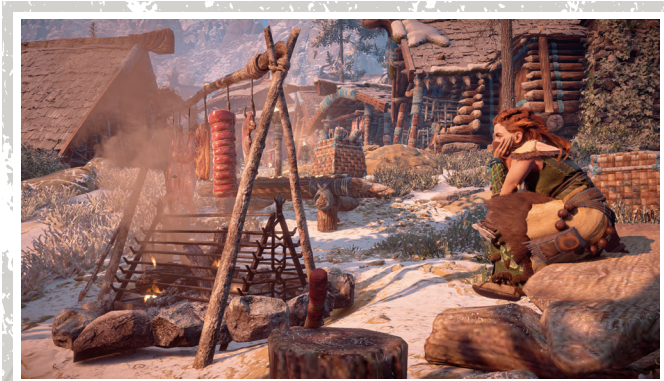
## CARJA BLAZON

Modification Slots	3
Base Stats	60 Fire Resistance
Cost/Acquired by	x16 Bluegleam



## BANUK ICE HUNTER

Modification Slots	3
Base Stats	60 Freeze Resistance
Cost/Acquired by	x14 Bluegleam



# MASTER OUTFITS

All master outfits have their own unique appearance and add an additional Modification slot over their Shadow counterparts. They are the best versions of each of these outfits available, and are even an improvement upon the Adept versions found in New Game+ due to their higher base stats. They are found exclusively in the Cut, and can be purchased with Bluegleam from the various Banuk Goods Merchants you’ll meet there.

**Adept Outfits**  
On New Game+, Merchants will stock a tier of weapons and Outfits that outperform the Shadow versions, which were previously the best gear available. These new weapons and outfits are labelled with the “Adept” suffix, and share base stats and appearance with the Shadow tier equipment, but offer an additional Modification slot. For outfits this means that you can further increase their specialization and more easily maximize a single resistance, by using three of the same Modification type of the type the outfit already has innate bonuses in. Or you can add a good degree of a particular resistance to an outfit that would usually serve a different purpose, such as adding three Melee damage Modifications to the Banuk Werak Chieftain Adept outfit.



# unique modifications

Unique Modification Coils & Weaves are new additions to The Frozen Wilds. These are one-of-a-kind mods with three fixed stats and unique names. The statistical values are always the same for each specific unique Modification, and they can easily be identified in your Modifications menu by the yellow accents around their icon. Unique mods are very powerful and go a long way towards improving the effectiveness of Aloy's gear once obtained. There are 11 in total (six Coils and five Weaves), and they can be acquired through various means; some are hidden in Supply Caches at specific locations, some are given as reward for completing certain Side Quests or Errands, and finally, some are given for trading in sets of rare collectable items to their respective traders.

Unique Modifications can only be obtained once each, but it's possible to insert multiple different ones into the same weapon. Unique Modifications have a primary type that is represented by their icon, and this is what dictates which weapon they can be inserted in—they can only be inserted in weapons compatible with their primary type. For example, the Painted Weapon Coil has Shock as its primary type, so can only be inserted in weapons that accept Shock Coils. This only applies to weapons (unique Weaves are universal to all outfits), and a compatibility list for each unique Coil is provided below.

While many unique Modifications can be inserted in many different weapon types, the specific mix of values they increase is clearly best suited to specific weapon types. Certain unique Modifications are simply perfect fits for a particular weapon type, and using it on anything else seems like a bit of a waste, unless you never plan on using that weapon. We've provided a short explanation for each one of these, how it's obtained, and where we believe it's best inserted. Though it's technically possible to sell them to merchants, you should always hold on to unique Modifications in case you have use for them later. If you've yet to learn the Tinker skill, you should think twice about inserting a unique Modification, as you won't be able to remove it until you've acquired that skill. Use caution when replacing and exchanging these prior to learning the Tinker skill, as you could accidentally destroy one in the process.

### No such thing as one-size-fits-all

It's important to keep in mind that while we point out which weapon types gain the biggest benefits from each unique weapon Coil, it's your playstyle that matters most when it comes to choosing where to insert these Modifications. It's of little practical use that all three of the Rattler's core attributes can be enhanced by the Hidebound Weapon Coil when you only ever use its Metal Bolts. Keep in mind that our recommendations are simply guidelines and insert these Coils wherever you feel like they'll have the most impact. While it might seem like a waste to only benefit from one of the three bonuses granted by a unique weapon coil, it's sometimes better than placing it in a weapon that you don't use very often just because it's technically a perfect fit for it.



## HIDEBOUND WEAPON COIL

Stat Modifiers  
51% Damage  
35% Shock  
35% Freeze

Cost/Acquired by  
Contents of the Animal Collectable Reward Box III. You can get this box by handing over the Animal Figurine III collectable to Enjuk at the Montana Recreations center.

### Compatible with:

- Hunter Bow
- Sharpshot Bow
- Blast Sling
- Rattler
- Tripcaster
- Improved Forgefire
- Improved Icerail

### Pairs best with:

- Rattler
- Improved Icerail
- Tripcaster

The Hidebound Weapon Coil is a perfect match for the Rattler, provided that you actually make use of all three of its ammo types. It's also a solid fit for both the Tripcaster and the Improved Icerail, as it'll significantly enhance two of their attributes.



## PAINTED WEAPON COIL

Stat Modifiers  
51% Shock  
35% Fire  
47% Handling

Cost/Acquired by  
Reward for collecting Set #3 of Pigments and handing them over to Sekuli in Song's Edge.

### Compatible with:

- War Bow
- Stormslinger
- Rattler
- Tripcaster
- Sling

### Pairs best with:

- Sling
- Stormslinger

The Sling technically benefits most from the Painted Weapon Coil, simultaneously raising its Handling, Shock and Fire values. However, it's also a particularly good fit for the Stormslinger, as it greatly increases its capabilities and is worth inserting alongside another Handling Modification.



## PRISTINE WEAPON COIL

Stat Modifiers  
51% Damage  
35% Tear  
47% Handling

Cost/Acquired by  
Contents of the Extraordinary Reward Box given as reward for completing the "Out of the Forge" Errand.

### Compatible with:

- Hunter Bow
- Sharpshot Bow
- Blast Sling
- Rattler
- Tripcaster
- Improved Forgefire
- Improved Icerail

### Pairs best with:

- Sharpshot Bow
- Blast Sling
- Rattler
- Improved Icerail
- Tripcaster

The Pristine Weapon Coil is easily one of the most versatile and powerful coils available, providing a huge performance upgrade to many of Aloy's weapons. If it's compatible, you should generally consider inserting the Pristine Weapon Coil in your primary damage-dealing weapon. Inserting it in either the Sharpshot Bow or Blast Sling is a no-brainer, as these both gain massive performance improvements when paired with this coil. It's a great fit for the Rattler when used in that role, although you'll probably get more mileage out of inserting it in the previously mentioned weapons. It also significantly enhances the destructive potential of the Tripcaster's Blast Wires, especially if they're used aggressively mid-battle, and improves the power and usability of the Improved Icerail's Ice Cannon Spikes.



## DRUMMER'S WEAPON COIL

Stat Modifiers  
51% Freeze  
35% Shock  
35% Corruption

Cost/Acquired by  
After solving the optional waterflow puzzle in the "Waterlogged" Quest, head through the now-open door and this Unique Coil is inside the Supply Cache you'll see ahead as you exit the short passageway.

### Compatible with:

- War Bow
- Icerail
- Rattler
- Sling

### Pairs best with:

- War Bow
- Sling

The Drummer's Weapon Coil is essentially custom-designed for the War Bow, enhancing all three of its payload types. Once you obtain the Banuk Champion Bow, combine this Coil with Overcharged Triple Shots and you'll be able to cripple most machines in one volley. It also synergizes well with the Sling, and provides a healthy bump to its ability to both Freeze and Shock opponents.



## UNTESTED WEAPON COIL

Stat Modifiers  
51% Damage  
35% Tear  
35% Fire

Cost/Acquired by  
Contents of an Extraordinary Reward Box given for completing "The Hunters Three" Quest.

### Compatible with:

- Hunter Bow
- Sharpshot Bow
- Blast Sling
- Rattler
- Tripcaster
- Improved Forgefire
- Improved Icerail

### Pairs best with:

- Improved Forgefire
- Hunter Bow

The Untested Weapon Coil is a match made in heaven for both the Hunter Bow, and the Improved Forgefire's Fire Burst rounds. The Hunter Bow is an obvious choice, since you'll likely get more consistent mileage out of inserting it there, but it provides an equally impressive performance increase to the Fire Burst rounds. It should definitely be swapped into your shiny new Improved Forgefire whenever the situation calls for its use.





## VETERAN'S WEAPON COIL

**Stat Modifiers**  
51% Fire  
35% Shock  
35% Freeze

**Cost/Acquired by** Contents of the Snowchants All First Place Reward Box received as reward for achieving a First Place time on all Trials.

### Compatible with:

- Hunter Bow
- Tripcaster
- Sling
- Forgefire

### Pairs best with:

- Sling
- Tripcaster

The Veteran's Weapon Coil provides the most benefits when inserted in the Sling, since it improves all three of its ammo types. It's a nice fit with the Tripcaster as well, especially if you don't make much use of its Blast Wires, focusing on the weapon's Shock and Fire Wires instead.

# unique weaves

Since unique Weaves can be inserted in any outfit with available Modification slots, there's really not too much to consider here beyond what type of enemies you'll be facing next. Once you get the Tinker skill, feel free to mix and match the various unique weaves inside your favorite outfit to best match the situation at hand.



## HEAT SINK OUTFIT WEAVE

**Stat Modifiers**  
+20% Resist Ranged attacks  
+34% Resist Freeze

**Cost/Acquired by** Looted from a supply crate during the "Firebreak" Quest. After the cutscene where Aratak explains the gruesome details of the failed expedition, you'll be given a choice between two paths. The bottom path will task you with taking out a menagerie of deadly machines, including a Daemonic Behemoth. You'll find this unique Weave in the middle of the arena, near a fallen Ravager Cannon.



## REINFORCED OUTFIT WEAVE

**Stat Modifiers**  
+20% Resist Ranged attacks  
+34% Resist Freeze

**Cost/Acquired by** Found in a Loot Crate in the "Stalker Cave" portion of the Shaman's Path quest. It's off the beaten path and guarded by a Stalker.



## INSULATED OUTFIT WEAVE

**Stat Modifiers**  
+25% Resist Shock  
+25% Resist Fire  
+25 Resist Feeeze

**Cost/Acquired by** Looted from box behind Control Tower 07. This is in the area where "The Claws Beneath" Errand takes place.



## WARRIOR'S OUTFIT WEAVE

**Stat Modifiers**  
+20% Resist Melee attacks  
+34% Resist Fire

**Cost/Acquired by** Looted from a friendly Banuk Camp located on an Ice Lake north-west of Song's Edge. There are three Campfires north of a Scorcher site and west of a Longleg site. These Campfires form a north-pointing triangle. This weave is located just off the road south of the northernmost campfire in the triangle.



## SURVIVOR'S OUTFIT WEAVE

**Stat Modifiers**  
+34% Resist Freeze  
+20% Resist Melee Attacks

**Cost/Acquired by** Inside the Extraordinary Reward Box awarded for getting a First Place award on Ikrie's Challenge.

# spear modifications

After completing the Errand, "A Secret Shared," you'll gain the ability to augment your Spear with Modification Coils in the same manner as your other weapons. The Nora spear you'll be using for most of the game has one Modification slot, while Sylens' Lance will gain two slots. If you complete the Errand with the Nora spear, the ability to apply Modification Coils can still be used later on Sylens' Lance.

The only type of Modification Coil available for Spears will exclusively raise their Standard Damage. This means that there is no way to boost the Shock stat of Sylens' Lance. With Sylens' Spear you can equip two Spear Modifications at up to 30% damage each, for a total of an extra 60% damage. This applies to **R1** and **R2** melee attacks as well as Critical Strikes. Spear Modification Coils are obtained from the same sources as those used for your other weapons, but Spear coils have an extremely rare chance to drop. The best place to obtain high-grade Spear Modification Coils is from the Thunderjaw at the Sun Furrows Hunting Ground, which can be farmed relatively quickly and efficiently to maximize your chances of acquiring a powerful Modification Coil for your Spear.



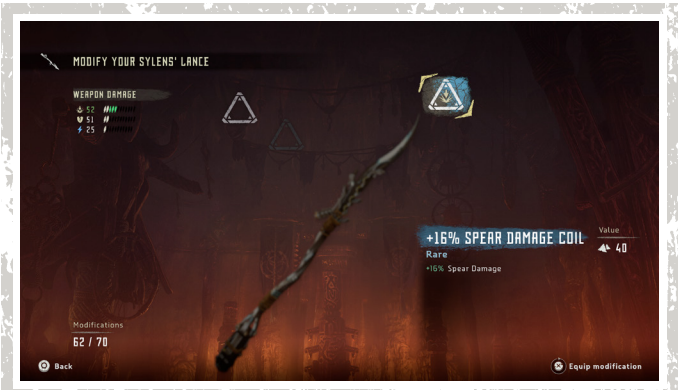
## SPEAR MODIFICATION COILS

Damage Value Range (Rarity)

5% - 12%













12% - 21%

21% - 30%














































MACHINE PARTS		
	<b>Scorcher Lens</b> Harvested only from the Scorcher, this uncommon machine part is valuable to merchants.	30 
<b>SOURCES</b> Scorcher <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		
	<b>Scorcher Heart</b> Harvested only from the Scorcher, this rare machine part is valuable to merchants.	60 
<b>SOURCES</b> Scorcher <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		
	<b>Frostclaw Lens</b> Harvested only from the Frostclaw, this uncommon machine part is valuable to merchants.	26 
<b>SOURCES</b> Frostclaw <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		
	<b>Frostclaw Heart</b> Harvested only from the Frostclaw, this rare machine part is valuable to merchants.	52 
<b>SOURCES</b> Frostclaw <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		
	<b>Fireclaw Lens</b> Harvested only from the Fireclaw, this uncommon machine part is valuable to merchants.	70 
<b>SOURCES</b> Fireclaw <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		
	<b>Fireclaw Heart</b> Harvested only from the Fireclaw, this rare machine part is valuable to merchants.	140 
<b>SOURCES</b> Fireclaw <b>USED FOR</b> Trading with Merchants, selling for Metal Shards		





The Frozen Wilds introduces not only a range of new items for crafting and selling, but an entire new currency in the form of Bluegleam. This section provides you with a list of items sorted into easy-to-use categories that let you quickly see whether or not you need to hold onto something for a later quest, or if it's safe to sell for some extra shards.

PLANTS & WILDLIFE		
	<b>Goat Bone</b> Carved only from the Goat, this uncommon animal part is useful in crafting and is valuable to merchants.	9 
<b>SOURCES</b> Goat <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Goat Skin</b> Carved only from the Goat, this rare animal part is useful in crafting and is valuable to merchants.	22 
<b>SOURCES</b> Goat <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Badger Bone</b> Carved only from the Badger, this uncommon animal part is useful in crafting and is valuable to merchants.	10 
<b>SOURCES</b> Badger <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Badger Skin</b> Carved only from the Badger, this rare animal part is useful in crafting and is valuable to merchants.	25 
<b>SOURCES</b> Badger <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Owl Bone</b> Carved only from the Owl, this uncommon animal part is useful in crafting and is valuable to merchants.	11 
<b>SOURCES</b> Owl <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Owl Skin</b> Carved only from the Owl, this rare animal part is useful in crafting and is valuable to merchants.	27 
<b>SOURCES</b> Owl, Banuk Nesting Box <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Squirrel Bone</b> Carved only from the Squirrel, this uncommon animal part is useful in crafting and is valuable to merchants.	7 
<b>SOURCES</b> Squirrel <b>USED FOR</b> Crafting items and Trading with Merchants		
	<b>Squirrel Skin</b> Carved only from the Squirrel, this rare animal part is useful in crafting and is valuable to merchants.	16 
<b>SOURCES</b> Squirrel <b>USED FOR</b> Crafting items and Trading with Merchants		

MODIFICATIONS	
	<b>Pristine Weapon Coil</b>
<b>SOURCES</b> Contents of the Extraordinary Reward Box given as reward for completing the “Out of the Forge” Errand. <b>USED FOR</b> Weapon Modification	
	<b>Hidebound Weapon Coil</b>
<b>SOURCES</b> Contents of the Animal Collectable Reward Box III. <b>USED FOR</b> Weapon Modification	
	<b>Painted Weapon Coil</b>
<b>SOURCES</b> Reward for collecting Set #3 of Pigments and handing them over to Sekuli in Song's Edge. <b>USED FOR</b> Weapon Modification	
	<b>Drummer's Weapon Coil</b>
<b>SOURCES</b> Found in a Supply Crate in the “Waterlogged” Quest. <b>USED FOR</b> Weapon Modification	
	<b>Untested Weapon Coil</b>
<b>SOURCES</b> Contents of an Extraordinary Reward Box given for completing “The Hunters Three” Quest. <b>USED FOR</b> Weapon Modification	
	<b>Veteran's Weapon Coil</b>
<b>SOURCES</b> Contents of the Snowchants All First Place Reward Box received as reward for achieving a First Place time on all Trials. <b>USED FOR</b> Weapon Modification	
	<b>Warrior's Outfit Weave</b>
<b>SOURCES</b> Looted from a friendly Banuk Camp located on an Ice Lake north-west of Song's Edge. <b>USED FOR</b> Outfit Modification	
	<b>Heat Sink Outfit Weave</b>
<b>SOURCES</b> Looted from a supply crate during the “Firebreak” Quest. <b>USED FOR</b> Outfit Modification	
	<b>Reinforced Outfit Weave</b>
<b>SOURCES</b> Found in a Loot Crate in the “Stalker Cave” portion of the “Shaman's Path” Quest. <b>USED FOR</b> Outfit Modification	
	<b>Survivor's Outfit Weave</b>
<b>SOURCES</b> Inside the Extraordinary Reward Box awarded for getting a First Place award on Ikrie's Challenge. <b>USED FOR</b> Outfit Modification	
	<b>Insulated Outfit Weave</b>
<b>SOURCES</b> Looted from box behind Control Tower 07. <b>USED FOR</b> Outfit Modification	

SPECIAL ITEMS	
	<b>Bluegleam</b>
<b>SOURCES</b> Quest Rewards, formations on Machine Carcasses in the Cut, Supply Crates <b>USED FOR</b> Trading with Banuk Good Merchants.	
	<b>Map – Bluegleam</b>
<b>SOURCES</b> Banuk Goods Merchants, Enjuk <b>USED FOR</b> Finding the Locations of Bluegleam formations.	
	<b>Map – Animal Figures</b>
<b>SOURCES</b> Banuk Goods Merchants, Enjuk <b>USED FOR</b> Finding the locations of Animal Figurine Collectables.	
	<b>Map – Pigments</b>
<b>SOURCES</b> Banuk Goods Merchants, Enjuk <b>USED FOR</b> Finding the locations of Pigment Collectables.	
UNIQUE QUEST ITEMS	
	<b>Tallneck Actuator</b> A chunk of machinery, stripped from the fallen Tallneck in the Frostfigures <b>QUEST</b> Tallneck: Frostfigures
	<b>Tallneck Array</b> A chunk of machinery, stripped from the fallen Tallneck in the Frostfigures <b>QUEST</b> Tallneck: Frostfigures
	<b>Tallneck Stabilizer</b> A chunk of machinery, stripped from the fallen Tallneck in the Frostfigures <b>QUEST</b> Tallneck: Frostfigures
	<b>Mounting Rail</b> A rail stripped from an Old World machine, about the length of a spear. <b>QUEST</b> A Secret Shared
	<b>Stormbird Talon</b> A component requested by Varga to improve the Stormslinger. <b>QUEST</b> Geared Up: Stormslinger
	<b>Thunderjaw Mandible</b> A component requested by Varga to improve the Icerail. <b>QUEST</b> Geared Up: Icerail
	<b>Bellowback Snout</b> A component requested by Varga to improve the Forgefire. <b>QUEST</b> Geared Up: Forgefire
	<b>Carja Headdress</b> Lacquered metal, dyed plumage. Etched in Carja glyphs: ‘A SOLDIER SERVES THE SUN.’ <b>QUEST</b> Frontier Justice


















	<b>Carja Outlander Gear</b> A fallen Carja hunter's outfit, taken from the killers' den. <b>QUEST</b> Frontier Justice
	<b>Scorcher Claw</b> An unusual part, needed by the young Banuk hunters to pay off their debt with Burgrend. <b>QUEST</b> The Hunters Three
	<b>Snapmaw Fang</b> An unusual part, needed by the young Banuk hunters to pay off their debt with Burgrend. <b>QUEST</b> The Hunters Three
	<b>Stalker Sinew</b> An unusual part, needed by the young Banuk hunters to pay off their debt with Burgrend. <b>QUEST</b> The Hunters Three















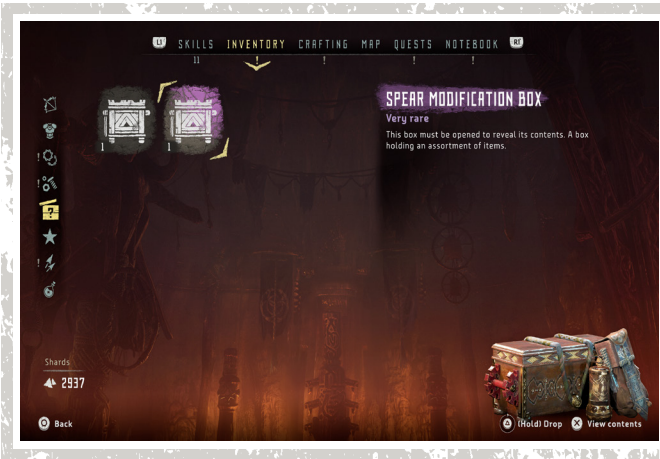
## TREASURE BOXES









You'll acquire many different Reward Boxes as you make your way through The Frozen Wilds. Some you'll get from completing Quests, others you'll buy from Merchants, but unlike in the main game, these all have fixed contents. This means that each one will always give you the contents listed in the charts here, so if there's an item you need, you can easily check if one of these boxes provides an easy way to get it.

	<b>Collectable Pigment Reward Box I</b> <b>SOURCE</b> Awarded by Sekuli in exchange for Pigment Set 1 <b>CONTENTS</b> Bluegleam x1, Metalburn x20, Very Rare Modifications x2
	<b>Collectable Pigment Reward Box II</b> <b>SOURCE</b> Awarded by Sekuli in exchange for Pigment Set 2 <b>CONTENTS</b> Bluegleam x1, Echo Shell x20, Very Rare Modifications x2
	<b>Collectable Pigment Reward Box III</b> <b>SOURCE</b> Awarded by Sekuli in exchange for Pigment Set 3 <b>CONTENTS</b> Bluegleam x1, Painted Weapon Coil x1

	<b>Collectable Figurine Reward Box I</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 1 <b>CONTENTS</b> Bluegleam x1, Badger Bone x1, Metalburn x5
	<b>Collectable Figurine Reward Box II</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 2 <b>CONTENTS</b> Bluegleam x1, Squirrel Bone x1, Echo Shell x5
	<b>Collectable Figurine Reward Box III</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 3 <b>CONTENTS</b> Bluegleam x1, Hidebound Weapon Coil x1
	<b>Collectable Figurine Reward Box IV</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 4 <b>CONTENTS</b> Bluegleam x1, Owl Bone x1, Ancient Sculpture x1
	<b>Collectable Figurine Reward Box V</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 5 <b>CONTENTS</b> Bluegleam x1, Spear Damage Coil x1, Reflective Ancient Charm x5
	<b>Collectable Figurine Reward Box VI</b> <b>SOURCE</b> Awarded by Enjuk in exchange for Animal Figurine 6 <b>CONTENTS</b> Bluegleam x1, Notched Ancient Charm x1, Spear Damage Coil x1
	<b>Bluegleam Box</b> <b>SOURCE</b> Purchased from Mystery Box Merchant in Meridian <b>CONTENTS</b> Bluegleam x1
	<b>Banuk Snowfall Box</b> <b>SOURCE</b> Purchased from Banuk Goods Merchant <b>CONTENTS</b> Metal Shards x500, Crystal Braiding x2, Luminous Braiding x2
	<b>Banuk Tundra Box</b> <b>SOURCE</b> Purchased from Banuk Goods Merchant <b>CONTENTS</b> Metal Shards x500, Raccoon Skin x1, Goose Skin x1, Rat Skin x1
	<b>Banuk Glacier Box</b> <b>SOURCE</b> Purchased from Banuk Goods Merchant <b>CONTENTS</b> Spear Damage Coil x1
	<b>Banuk Gambler's Box</b> <b>SOURCE</b> Purchased from Banuk Goods Merchant <b>CONTENTS</b> Shard Gambler's Box x50
	<b>Banuk Nesting Box</b> <b>SOURCE</b> Purchased from Banuk Goods Merchant <b>CONTENTS</b> Wire x225, Owl Skin x1, Lone Sock x1

	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "The Shaman's Path" <b>CONTENTS</b> Weave or Coil x2
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "For the Werak" <b>CONTENTS</b> Weave or Coil x2
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Firebreak" <b>CONTENTS</b> Weave or Coil x1
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "The Forge of Winter" <b>CONTENTS</b> Weave or Coil x2
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "The Survivor" <b>CONTENTS</b> Weave or Coil x1
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Waterlogged" <b>CONTENTS</b> Wire x1
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "The Hunters Three" <b>CONTENTS</b> Untested Weapon Coil x1
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Frontier Justice" <b>CONTENTS</b> Weave or Coil x1
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Ikrie's Challenge" <b>CONTENTS</b> Echo Shell x5
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Geared Up" <b>CONTENTS</b> Metalburn x5
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "The Claws Beneath" <b>CONTENTS</b> Processed Metal Block x8
	<b>Extraordinary Reward Box</b> <b>SOURCE</b> Reward for Quest "Out of the Forge" <b>CONTENTS</b> Metal Shards x500, Goose Skin x1, Pristine Weapon Coil x1






	<b>Spear Modification Box</b> <b>SOURCE</b> Reward for Quest "A Secret Shared" <b>CONTENTS</b> Rare Spear Damage Coil x1
	<b>Snowchants All First Place Reward Box</b> <b>SOURCE</b> Awarded for getting all First Place medals at the Snowchants Hunting Ground <b>CONTENTS</b> Coil or Weave x2, Bluegleam x1, Veteran's Weapon Coil x1
	<b>Snowchants All Second Place Reward Box</b> <b>SOURCE</b> Awarded for getting all Second Place medals at the Snowchants Hunting Ground <b>CONTENTS</b> Metal Shards x50, Trampler Heart x1, Machine Core - Medium x5, Coil or Weave x2
	<b>Snowchants All Third Place Reward Box</b> <b>SOURCE</b> Awarded for getting all Third Place medals at the Snowchants Hunting Ground <b>CONTENTS</b> Metal Shards x20, Charger Heart x1, Machine Core - Small x5, Coil or Weave x2
	<b>Banuk Werak Chieftain Outfit Box</b> <b>SOURCE</b> Reward for Quest "For the Werak" <b>CONTENTS</b> Banuk Werak Chieftain Outfit x1
	<b>Banuk Icerail Weapon Box</b> <b>SOURCE</b> Reward for Quest "For the Werak" <b>CONTENTS</b> Banuk Icerail x1, Icethrower x20
	<b>Banuk Stormslinger Weapon Box</b> <b>SOURCE</b> Found at the end of "The Shaman's Path" Quest <b>CONTENTS</b> Banuk Stormslinger x1, Storm Bolts x20
	<b>Bandit Leader's Weapon Box</b> <b>SOURCE</b> Dropped by Bandit Leader Ohlgrud <b>CONTENTS</b> Forgefire x1, Squirrel Skin x1













When it comes to crafting in The Frozen Wilds, the ammo for the new weapon types is the most important thing to consider. None of these are cheap to craft, and all are worth stocking up on. For the Stormslinger in particular it should be a priority to ensure that you can always make more ammo and to increase your carry capacity as much as possible.

## CARRY CAPACITY

Stormslinger Ammo Pouch			
Lvl	Capacity	Cost	
1	+10	Metal Shards x50, Ridge Wood x40, Metal Vessel x10	
2	+10	Metal Shards x100, Squirrel Bone x1, Bony Meat x10	
3	+10	Metal Shards x200, Squirrel Skin x1, Rat Bone x1	
4	+10	Metal Shards x500, Rat Skin x1, Ridge-Wood x200	
Icerail Ammo Pouch			
Lvl	Capacity	Cost	
1	+2/+10	Metal Shards x50, Ridge Wood x40, Metalburn x5	
2	+2/+10	Metal Shards x100, Goat Bone x1, Fatty Meat x10	
3	+2/+10	Metal Shards x200, Goat Skin x1, Fish Bone x1	
4	+2/+10	Metal Shards x500, Owl Skin x1, Ridge-Wood x200	
Forgefire Ammo Pouch			
Lvl	Capacity	Cost	
1	+2/+10	Metal Shards x50, Ridge Wood x40, Echo Shell x5	
2	+2/+10	Metal Shards x100, Badger Bone x1, Rich Meat x10	
3	+2/+10	Metal Shards x200, Badger Skin x1, Owl Bone x1	
4	+2/+10	Metal Shards x500, Raccoon Skin x1, Ridge-Wood x200	

## AMMO
















Stormslinger Ammo Packs			
Item Name		Cost	
 Storm Bolt Pack x12		Sparker x25, Echo Shell x5	
Forgefire Ammo Packs			
Item Name		Cost	
 Firethrower x12		Blaze x20	
 Fire Burst x3		Metalburn x5, Blaze x20	
Icerail Ammo Packs			
Item Name		Cost	
 Icethrower x8		Chillwater x15	
 Ice Cannon x3		Metal Shards x100, Chillwater x15	











The Cut is a harsh environment and far from friendly to Merchants. Yet not only do some still trade there, but they're stocked up with exactly the kind of unique and powerful gear required to survive this frozen region.












## BANUK GOODS MERCHANT

If you want the best goods the Banuk have to offer then you'll need to bring Bluegleam to the table, because that's what these Merchants value most. In exchange you'll be able to acquire the very best weapons and outfits this side of Ban-Ur.



Weapons			
Item Name		Cost	
 Banuk Icerail		Metal Shards x750, Fireclaw Lens x1	
 Improved Icerail		Metal Shards x1500, Frostclaw Heart x1	
 Forgefire		Metal Shards x800, Scorchers Lens x1	
 Improved Forgefire		Metal Shards x1600, Fireclaw Heart x1	
 Banuk Stormslinger		Metal Shards x825, Frostclaw Lens x1	
 Improved Stormslinger		Metal Shards x1650, Scorchers Heart x1	
 Banuk Champion Bow		Bluegleam x12	
 Banuk Striker Bow		Bluegleam x16	
 Banuk Powershot Bow		Bluegleam x14	
Outfits			
Item Name		Cost	
 Banuk Werak Runner		Metal Shards x1000, Desert Glass x10, Slagshine Glass x10	
 Nora Silent Hunter Master		Bluegleam x18	
 Carja Blazon Master		Bluegleam x16	
 Banuk Ice Hunter Master		Bluegleam x14	

Resources			
Item Name		Cost	
 Fast Travel Pack		Metal Shards x2, Ridge Wood x15, Rich Meat x1	
 Wire		Metal Shards x5	
 Sparker		Metal Shards x5	
 Metal vessel		Metal Shards x12	
 Blaze		Metal Shards x12	
 Chillwater		Metal Shards x12	
 Echo Shell		Metal Shards x30	
 Metalburn		Metal Shards x30	
 Wood Bundle		Metal Shards x20, Sparker x5	

Traps And Potions			
Item Name		Cost	
 Health Potion		Metal Shards x35, Sparker x3, Wire x3	
 Full health Potion		Metal Shards x80, Metal Vessel x2	
 Health Boost Potion		Metal Shards x35, Chillwater x2	
 Resist Fire Potion		Metal Shards x10, Blaze x1	
 Resist Shock Potion		Metal Shards x10, Sparker x5	
 Resist Freeze Potion		Metal Shards x10, Chillwater x1	
 Antidote		Metal Shards x12, Wire x5	
 Shock Trap		Metal Shards x20	
 Blast Trap		Metal Shards x22	
 Detonating Blast Trap		Metal Shards x25	





Ammo	
Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Shock Wire Pack	Metal Shards x20
Blast Wire Pack	Metal Shards x40
Freeze Bomb Ammo Pack	Metal Shards x30
Fire Bomb Ammo Pack	Metal Shards x30
Shock Bomb Ammo Pack	Metal Shards x30
Blast Bomb	Metal Shards x35
Precision Arrow Pack	Metal Shards x20
Tearblast Arrow Pack	Metal Shards x90

Tie Rope Light Pack	Metal Shards x15
Shock Arrow Pack	Metal Shards x15
Metal Bolt Pack	Metal Shards x15
Rock Bundle	Metal Shards x5, Wire x1
Firethrower Ammo Pack	Metal Shards x56
Fire Burster Ammo Pack	Metal Shards x92
Icethrower Ammo Pack	Metal Shards x56
Ice Cannon Ammo Pack	Metal Shards x56
Storm Bolt Ammo Pack	Metal Shards x50
Treasure Boxes	
Item Name	Cost
Shard Gambler's Box	Metal Shards x10

Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350
Banuk Snowfall Box	Bluegleam x2
Banuk Tundra Box	Bluegleam x1
Banuk Glacier Box	Bluegleam x4
Banuk Gambler's Box	Bluegleam x1
Banuk Nesting Box	Bluegleam x2
Special Items	
Item Name	Cost
Map - Animal Figurines	Metal Shards x200, Badger Bone x1
Map - Pigments	Metal Shards x200, Goat Bone x1
Map - Bluegleam	Metal Shards x250, Badger Bone x1, Goat Skin x1

## COLLECTABLE PIGMENTS

Sehuri is an artist whose only concern is improving her paintings, and she needs strong Pigments to do so. In exchange, she'll provide rewards that any hunter would find valuable.

## COLLECTABLE FIGURES

Enjuk is a scholar of natural history, and specifically the kind of creatures that were common to this land in times long past. He wants Figurines that trigger holograms of them, and in exchange he'll provide handsome rewards.

Special Items	
Item Name	Cost
Collectable Pigment Reward Box I	Pigment - Light Salt x1, Pigment - Medium Salt x1, Pigment - Dark Salt x1

Collectable Pigment Reward Box II	Pigment - Light Crystal x1, Pigment - Medium Crystal x1, Pigment - Dark Crystal x1
Collectable Pigment Reward Box III	Pigment - Light Oxide x1, Pigment - Medium Oxide x1, Pigment - Dark Oxide x1

Treasure Boxes	
Item Name	Cost
Collectable Figurine Reward Box I	Animal Figurine 1 x1
Collectable Figurine Reward Box II	Animal Figurine 2 x1
Collectable Figurine Reward Box III	Animal Figurine 3 x1
Collectable Figurine Reward Box IV	Animal Figurine 4 x1
Collectable Figurine Reward Box V	Animal Figurine 5 x1
Collectable Figurine Reward Box VI	Animal Figurine 6 x1

Special Items	
Item Name	Cost
Map - Animal Figurines	Metal Shards x200, Badger Bone x1
Map - Pigments	Metal Shards x200, Goat Bone x1
Map - Bluegleam	Metal Shards x250, Badger Bone x1, Goat Skin x1



## MYSTERY BOXES

The mysterious Mystery Box merchant in Meridian has some new items in stock for those who have been to the Cut. You'll find his inventory updated with four "Bluegleam Boxes," each one requiring you to trade a different machine part. Each box contains a single Bluegleam crystal that this shady character has had freshly imported from the Cut.

Treasure Boxes	
Item Name	Cost
Shard Gambler's Box	Metal Shards x10
Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350
Scrap Collector Box	Dirty Basket - Small x1, Dirty Basket - Medium x1, Dirty Basket - Large x1
Charcoal-Burner Box	Dirty Resin Chunk - Small x1, Dirty Resin Chunk - Medium x1, Dirty Resin Chunk - Large x1
Sculptor Box	Dirty Rusted Bolt - Small x1, Dirty Rusted Bolt - Medium x1, Dirty Rusted Bolt - Large x1
Scavenger Dark Box	Processed Metal Block x1

Scavenger Light Box	Processed Metal Block x1
Outlaw Dark Box	Desert Glass x1
Outlaw Light Box	Slagshine Glass x1
Hunter Big Game Box	Crystal Braiding x1
Hunter Small Game Box	Luminous Braiding x1
Hunter Tiny Game Box	Tiny Meat x5
Mysterious Box	Stranded Figure x1, Stranded Shackles x1, Stranded Necklace x1
Bluegleam Box	Thunderjaw Lens x1
Bluegleam Box	Stormbird Lens x1
Bluegleam Box	Rockbreaker Lens x1
Bluegleam Box	Behemoth Lens x1

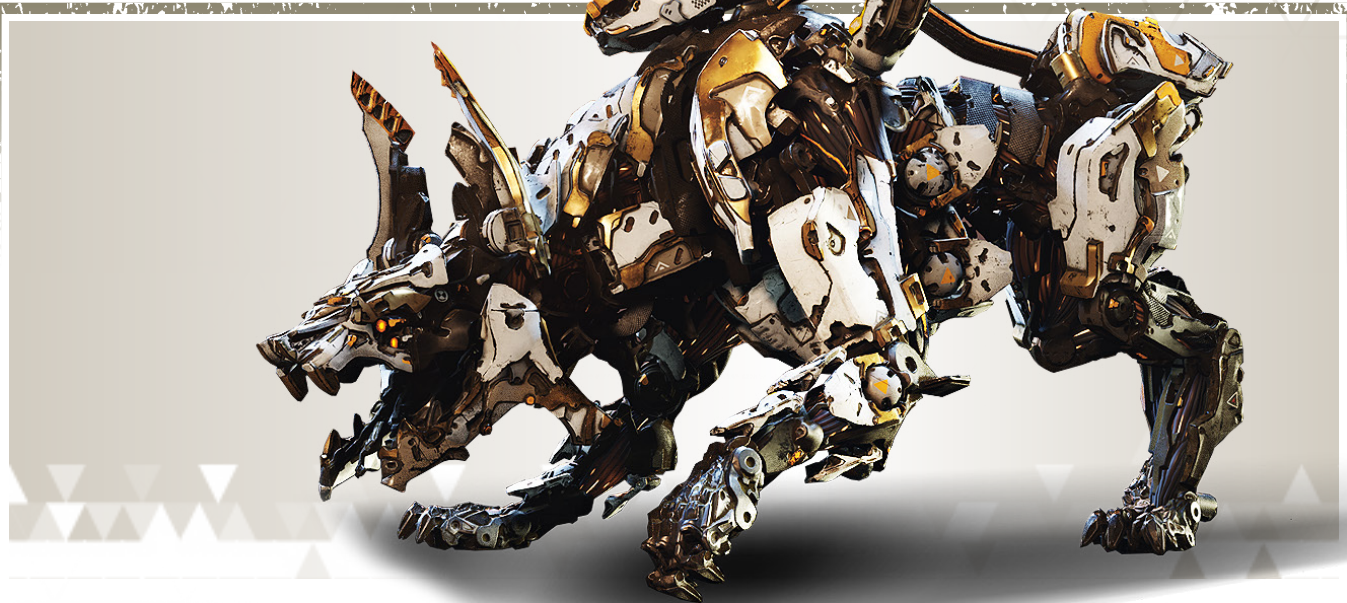




## HUNTING TARGETS

The tales of ultra-dangerous new machines in the Cut were no exaggeration—from her first minutes in this beautiful, frosty new environment Aloy will be assaulted by machines that outclass almost any of those she's fought before. These beasts are made all the more lethal by their mysterious "Daemonic" upgrades, and we'll spare no effort to expose everything about them on the pages that follow.





# SCORCHER

The Scorcher is first encountered guarding the entrance to The Cut, acting as a watchdog of sorts to this new region—and as a clear warning to those who come unprepared. Built on a similar framework to the Ravager, this fiery hellhound is extremely agile and capable of unleashing a wide variety of Fire-enhanced melee attacks, with a Mine Launcher mounted on its back providing long-range offensive capabilities. The Scorcher comes at you relentlessly, and can instantly close the gap with its signature Ignition Boost attack, so you'll want to stock up on Resist Fire potions and aim to dislodge its Mine Launcher to turn the tables. If you manage to evade the Scorcher long enough for it to lose track of you, it will make use of the sonic detection system built into its large ears to scan nearby patches of Tall Grass for your presence, so getting away won't be easy. It is, however, quite vulnerable to Freeze attacks, and its exposed Power Generator is a critical design flaw which can be exploited to lay this beast to rest.

30

Medium Combat Machine

35

Scorcher

2000 HP  
5595 XP

2800 HP  
11250 XP

Component Removal

300 XP

300 XP

Damage Received (%)

-80 +25 0 0

-80 +25 -80 -

Severity Build-up (%)

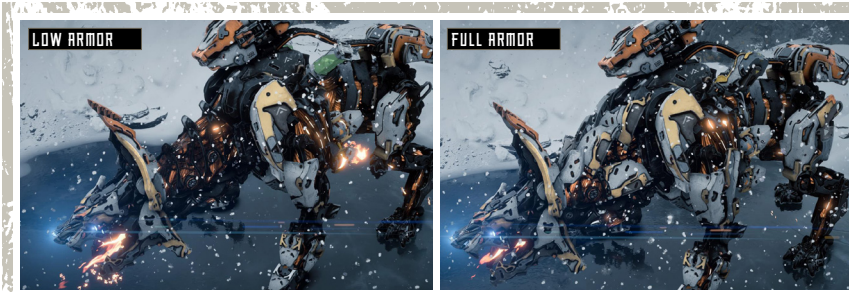
-80 0 0 0

-80 +25 -87.5<sup>1</sup> -

<sup>1</sup> With Shock resistance removed: -25%  
<sup>2</sup> Scorchers receive -70% Explosion damage against Tripwires

## ARMOR AND COMPONENTS

The Scorcher's armored variant features a few key changes compared to the regular model. It now comes outfitted with additional armor plates covering its neck region, along with armored casings protecting its previously vulnerable Blaze Canisters. You'll have to first remove this extra shielding before being able to detonate the components with Fire Arrows.



### COMPONENTS

#### MINE LAUNCHER (X1)

Disables Mine attacks when removed / destroyed. Can be equipped and wielded.

HEALTH 150  
TEAR 100  
REMOVAL DAMAGE 100

#### BLAZE CANISTER (X2)

Detonates if hit with Fire Arrows

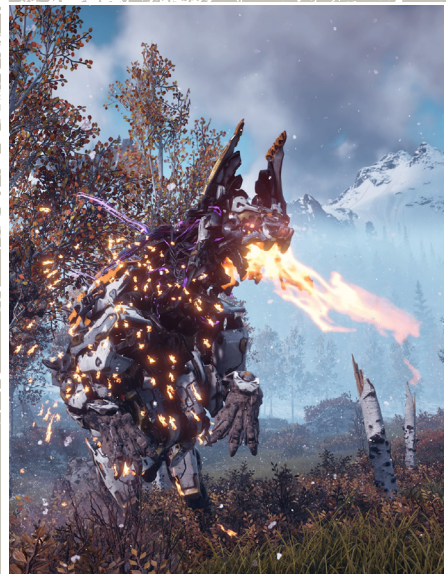
HEALTH 150  
TEAR 200  
REMOVAL DAMAGE 100

#### POWER GENERATOR (X1)

Detonation causes Shock Severity in radius

HEALTH 150  
TEAR 100  
REMOVAL DAMAGE 100

## LOOT



Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	—	Metal Shards	15 / 25 / 60
2 Always drops 1 of 2 items in 1 of 3 quantities	—	Sparker	5 / 10 / 20
	—	Wire	7 / 12 / 25
3 Sometimes drops 1 of 4 items	Low	Scorchers Lens	1
	Very Low	Scorchers Heart	1
	Extremely Low	Machine Core - Medium	1
	Very Low	Luminous Braiding	1
	Low	Coil	1
4 Sometimes drops 1 of 4 items	Low	Weave	1
	Extremely Low	Coil	1
	Extremely Low	Weave	1
	Extremely Low	Weave	1

### Hitzones



### Stagger & Knockdown Thresholds

	Hitzone	Limit 1	Result	Limit 2	Result	Limit 3	Result
Direct Damage	Head	75	Stagger	—	—	—	—
	Legs	75	Stagger	150	10 sec knockdown	—	—
	Body	75	Stagger	175	Large Stagger	—	—
Explosive Damage	All	200	Stagger	400	Stagger	600	10 sec Knockdown
While Sprinting	All	150	Tumble	300	Tumble + 10 sec Knockdown	—	—

### Elemental Thresholds

Damage Type	Elemental Severity	Result	Duration
Fire	1600	Damage over time (15/sec)	7 sec
Freeze	270	3x damage modifier	15 sec
Shock	330	Stunned knockdown	15 sec*
Corruption	250	Berserk mode	15 sec



# ATTACKS

## CINDER CLAWS

Attack Properties	
Damage Type	Melee / Fire
Primary Damage	140 / 140
Secondary Damage	–
Trigger Range	7m – 11m

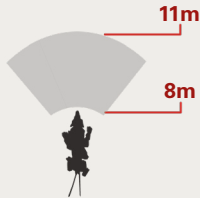


Cinder Claws is the Scorcher's most frequently used melee attack. It's indicated by the machine's eyes flashing red before it quickly enters a lowered stance, dropping its head and shifting its hind legs sideways. Listen for the audio cue, which is immediately followed up by a lunging claw slash. The Scorcher can chain these slashes up to four times in rapid succession if you remain directly in front of its field of view once it recovers from the previous attack,

alternating between each claw as it pounces forward. These subsequent slashes are only telegraphed by a brief red flash from the machine's eyes, so you'll need to be quick on your feet to escape from its clutches. To best prevent this situation, avoid dodging backwards whenever the Scorcher uses its Cinder Claws attack—instead, evade sideways or directly through the attack, positioning yourself safely outside of the beast's field of view.

## SCORCHING FANG

Attack Properties	
Damage Type	Melee / Fire
Primary Damage	140 / 140
Secondary Damage	–
Trigger Range	1m – 8m

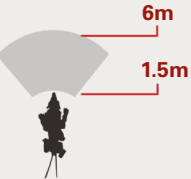


The Scorcher will only use this attack when you're very close to it, and squarely within its field of vision. Watch for the telltale red eye glint accompanied by an audio cue as the machine shifts its posture sideways, lowering its head, before exhaling a stream of flames from its mouth. It'll then charge towards you and perform a powerful uppercut-like motion with its head, belching out a trail of flames to enhance the attack with Fire damage. The Scorcher can unleash

this attack from either its left or right side, with the uppercut motion following a trajectory opposite to the position of its head as it winds up. The Scorching Fang has a relatively fast start-up, good forward momentum and a wide horizontal area of effect. Try to react quickly and dodge sideways or directly through the Scorcher's body just before it bashes into you. Dodging backwards and away is also a viable option, though the timing required is a bit more precise.

## QUICK SCORCHING FANG

Attack Properties	
Damage Type	Melee / Fire
Primary Damage	140 Melee / 140 Fire
Secondary Damage	–
Trigger Range	1.5m – 6m



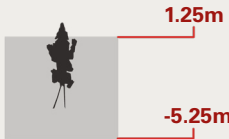
This attack is a faster version of the Scorching Fang, and is executed at even closer range. Look for the Scorcher's eyes to flash red as it rears up on its hind legs and hangs there for a split second before violently crashing down while trying to bite you. The attack is enhanced with Fire damage due to the flames shooting out of the Scorcher's mouth as it drops back to the ground. The Quick Scorching Fang's telegraph shares some similarities with the Heat Wave's, but can easily be differentiated since the Scorcher rears up much



higher when performing this attack. Because the bite has a lot of forward momentum, your simplest option is to roll sideways, just as the Scorcher begins to descend, completely avoiding both the bite and the flames. Dodging directly through the Scorcher works as well, and since the Scorcher always repositions itself with a small backwards hop following this attack, you get a safe window of opportunity to strike it with your spear.

## FURNACE BLAST

Attack Properties	
Damage Type	Fire
Primary Damage	300
Secondary Damage	–
Trigger Range	-5.25m – 1.25m



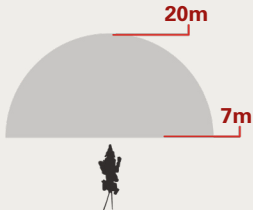
The Furnace Blast is a defensive maneuver often used by the Scorcher when you get too close for comfort, especially when approaching it from behind. Beyond the typical audio cue, this attack is clearly telegraphed by the fiery embers which gather and swirl around the machine as it stops moving, followed by rings of flames forming underneath it. The Scorcher will then briefly rise up and slam its front paws down, opening up all heat vents, igniting its body and generating a large radial blast centered around itself.



This attack explodes outwards in all directions and deals large amounts of Fire damage, so you'll need to heed the warning signs early and start dodging away from the Scorcher as soon as possible. Dodging through the blast and towards the Scorcher can also work, especially if you're cornered and don't have the room to dodge backwards. You'll need to time your roll perfectly, though—just as the Scorcher slams down—to avoid getting burnt to a crisp.

## HEAT WAVE

Attack Properties	
Damage Type	Fire
Primary Damage	220
Secondary Damage	–
Trigger Range	7m – 20m



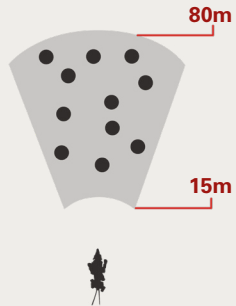
Typically used at medium range when positioned outside the reach of most of the Scorcher's melee-based offensive options, the Heat Wave attack generates a wall of super-heated flames that travels along the ground, covering a narrow horizontal area. This attack isn't always initiated at range or when the machine is directly facing you, however—the Scorcher can also surprise you with its Heat Wave when you're in its peripheral vision. Watch out for the



Scorchers eyes to flash red in tandem with an audio cue before it briefly rises on its hind legs and comes crashing downwards, slamming the ground while shooting flames from its mouth. Since this attack doesn't benefit from any tracking properties once launched, you can simply sprint parallel to it as it approaches, and dodge sideways once it gets close, on the side nearest to the edge of the wave. You can also roll directly through it and towards the Scorcher.

## MINE LAUNCHER – AREA FIRE

Attack Properties	
Damage Type	Explosion
Primary Damage	250
Secondary Damage	–
Trigger Range	15m – 80m



The Area Fire shot—one of two firing patterns used by the Scorcher's Mine Launcher—sends out a series of 10-15 explosive mines in a clustered fashion, aimed to surround you. Once they hit the ground, these mines will self-detonate after a second or so, creating an explosive blast within a small radius. Coming directly into contact with the mines won't instantly detonate them, so keep this in mind as you try to navigate to safety. The projectiles attempt to predict your movements, so stay calm and try to track the incoming the mines as they come flying in. Identify



an opening in the pattern, then dodge toward the gap to avoid getting caught in the minefield's blast radius. Watch out, though—the Scorchers highly likely to use the distraction caused by these explosive mines to rapidly close the gap and ambush you with melee attacks. The Area Fire's pattern can appear erratic and difficult to predict, but thankfully, destroying the Scorchers Mine Launcher will permanently disable its ability to use this attack.



## STRATEGY OVERVIEW

located above the machine's hind legs is its Achilles' heel and will explode when destroyed, stunning the Scorchers for 10 seconds during which you can deal damage with impunity. It's always best to battle Scorchers on their own, so attempt to stealthily eliminate any lesser threats in the area before making your opening strike. It's often possible to hijack weaker machines using Corruption Arrows or Aloy's override ability, provided they aren't "Daemonic" variants.

## STRATEGY: SINGLE SCORCHER

The best opening gambit against a lone Scorchers unaware of your presence consists of targeting its exposed Power Generator as the machine patrols the area. You can instantly take out this component using a Triple Shot volley of Precision Arrows, before switching to high damage weapons such as the Improved Stormslinger or the Blast Sling's Sticky Bombs to severely weaken or outright destroy the Scorchers while it's stunned. Alternatively, you can freeze the Scorchers from range using Freeze Arrows or Bombs before quickly finishing it off with repeated volleys of Precision Arrows while it's briefly immobilized from the Frozen state. Once you've acquired the Improved Icerail and outfitted it with damage modification coils, it's possible to snipe the Scorchers' Power Generator from an extremely long distance, preventing the machine from detecting your presence. You can then follow up with a few shots aimed directly at the Mine Launcher or the Scorchers' eyes to cripple it before it gets a chance to fight back.

Another useful tactic involves dislodging the Scorchers' Mine Launcher with a volley of Tearblast Arrows. This component is relatively easy to target even during active combat, but remember to always make use of the Triple Shot

### MINE LAUNCHER – FORMATION FIRE

#### Attack Properties

Damage Type	Explosion
Primary Damage	250
Secondary Damage	–
Trigger Range	15m – 80m



The Mine Launcher's Formation Fire attack sends out three rows of mines in your direction, attempting to trap you inside their fan-like arrangement. The pattern here is different from the Area Fire attack, but the mines otherwise behave in the same fashion and share the exact same properties. The projectiles are launched in rows of four: the first barrage exhibits a tight spread and lands near the Scorchers. The second features a wider spread and typically lands in front of you. The third is generally aimed behind you, and covers a much broader area.

The Mine Launcher doesn't have unlimited range, though, so if you were far enough from the Scorchers when it initiated the attack, it's possible that only the third row will reach you, making it easy to simply sprint or dodge backwards to avoid the explosions. When trapped directly in the pattern, avoid instantly

dodging away in panic, as you're quite likely to get caught in one of the explosions when doing so. When there's room to maneuver, it's often best to simply sprint sideways and roll outside of the pattern's effective range. Since the three rows are launched at slightly different intervals with the mines landing closest to the Scorchers coming first, you can calmly position yourself directly outside the effective radius of the row which landed in front of you and simply wait for this row to explode before immediately dodging forward. Using this method, you can exploit the slight timing delay between the different rows to avoid taking damage. As with the Area Fire pattern, always expect the Scorchers to immediately follow up with another attack, so stay sharp! You can permanently remove this attack from the Scorchers' repertoire by either destroying or dislodging its Mine Launcher.

### IGNITION BOOST

#### Attack Properties

Damage Type	Melee / Fire
Primary Damage	250 / 100
Secondary Damage	50 Fire per second
Trigger Range	10m – 25m



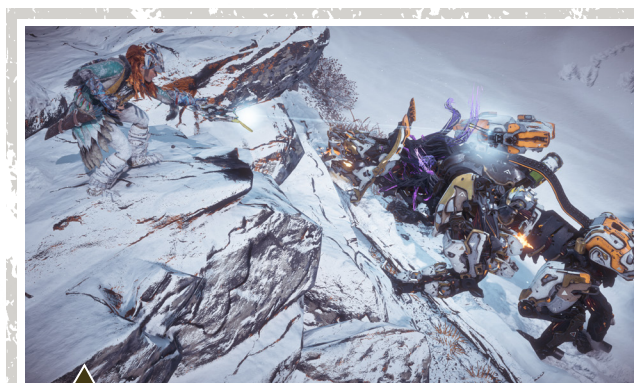
The Scorchers assumes an aggressive stance as a fiery aura surrounds its body, appearing ready to pounce. After a short charging period, its eyes will flash red and it will rocket-boost at high-speed directly toward you with a deadly long-range claw slash. The Ignition Boost leaves behind a lingering trail of Fire, coating the ground in burning fuel residue which causes considerable damage over time when stepped on. It's quite likely that you'll be taken aback by the range of this attack when first encountering a Scorchers, but dodging the Ignition Boost is fairly straightforward: a

well-timed sideways roll in either direction is enough to avoid both the Scorchers and its residual fiery trail. While it's possible to dodge directly through the Scorchers' body with the right timing, you'll likely end up taking damage from the lingering flames that coat the ground, so dodging sideways is the best option. Finally, be sure to immediately rotate the camera once the Scorchers barrels past your location, since the machine always performs a 180-degree turn upon landing, allowing it to instantly resume its offense.

### Recommended Equipment

Equipment Name	Ammo Type
Sharpshot Bow	Precision Arrows Tearblast Arrows
War Bow	Freeze Arrows Corruption Arrows
Icerail / Improved Icerail	Icethrower ammo Ice Cannon Spikes
Blast Sling	Blast Bombs Sticky Bombs Proximity Bombs
Recommended Skills	
Skill	Triple Shot Concentration + Heavy Lifter

The Scorchers is an intimidating opponent, capable of constantly pressuring you with its potent mix of melee and long-distance attacks. It's extremely agile and can cover large distances almost instantly with its Ignition Boost attack, as well as jump up cliffs and across gaps to chase you. Make it a priority to track the Scorchers' movements by using the right analog stick, as this machine can recover from its attacks incredibly quickly and could easily hit you from off-screen if you don't keep it in view at all times. Most of the Scorchers' attacks are enhanced with Fire damage, so equipping your strongest Resist Fire outfit and stocking up on Resist Fire potions can greatly increase your odds of survival during scuffles with these hellhounds. The Scorchers' offense is enhanced by its Mine Launcher component, which it uses to launch volleys of explosive mines from afar. Removing this heavy weapon from the Scorchers' back is the only way to permanently diminish its overall combat effectiveness, as doing so disables some of its most dangerous ranged attacks. You can then turn the tables by picking up the Mine Launcher and canvassing the area with explosive mines [→□ 1/2]. The Power Generator





and Concentration + Skills to guarantee that you'll knock it loose. Due to the Scorcher's extremely aggressive nature, it may be hard to find an opportunity to grab the fallen Mine Launcher; using the Ropecaster to tie down the beast can help with this, and allows you to start unloading explosive mines directly at the Scorcher while it's incapacitated [→□ 1/2]. This strategy can lead to a quick kill, though keep in mind that detonating the Power Generator component while the machine is tied down won't instantly trigger the stun state. Its Shock meter will be nearly full however, so you can switch to Shock Arrows or Shock Bombs to trigger the effect.

## STRATEGY: TWO SCORCHERS

You'll sometimes encounter Scorchers in pairs, and while they're dangerous enough on their own, directly engaging two of them at once can lead to a very quick death. As such, you'll want to give yourself some breathing room by tying down one of the machines as soon as the fight breaks out, before focusing on dealing as much damage as possible to the active Scorcher. It's a good idea to remove the active machine's Mine Launcher using Tearblast Arrows, as it's always in view and easily reached when directly facing the beast.

Freezing the Scorcher using Freeze Bombs, Freeze Arrows or the Icerail's Icethrower ammo and following up with volleys of Precision Arrows or Metal Bolts can lead to a quick takedown. Make sure to avoid accidentally damaging the incapacitated Scorcher while engaging the other, as any damage dealt will reduce (or potentially cancel) the duration of the tied-down state.



Blast Bombs are another good option for rapidly dealing damage, with the added benefit of disrupting the Scorcher's offense by causing it to Stagger when hit. Combine this with the Hunter Reflexes skill by jumping and aiming your Blast Bombs in midair to slow down time and allow you to safely aim at the Scorcher while it's caught in a Stagger loop.



MACHINE TARGETS FROSTCLAW

# FROSTCLAW

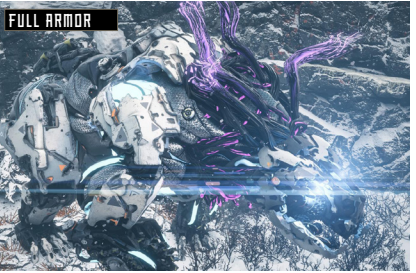
A newly-emerged threat unique to this frozen region, Frostclaws are a ferocious breed of bear-like machines with a wide variety of dangerous melee and Freeze-based attacks. They can freely switch between both Quadrupedal and Bipedal stances (with unique offensive options available to each), as well as create Freeze Blades to enhance their melee attacks and summon deadly Icicles from the ground directly beneath you. Fire is their obvious weakness, but once they've taken enough of a beating, they'll enter a frenzied state and surround themselves with an Ice Storm to extinguish the flames—that is, unless you've managed to take out their central Freeze Unit beforehand. Frostclaws are immune to Freeze, capable of withstanding heavy damage and often appear in groups, so brace yourself for a tough battle when you cross paths with these fearsome machines.

30	Medium Acquisition Machine								36
Frostclaw									
	3750 HP 5595 XP		4763 HP 11250 XP						
Component Removal	300 XP			300 XP					
Damage Received (%)	+25 -80 0 0					+25 -80 <sup>1</sup> -80 -			
Severity Build-up (%)	0 -87.5 0 0					-25 -87.5 <sup>2</sup> -87.5 <sup>3</sup> -			

<sup>1</sup> With Freeze Sacs and Freeze Unit removed: 0%  
<sup>2</sup> With Freeze Sacs and Freeze Unit removed: -25%  
<sup>3</sup> With Shock resistance removed: -25%

## ARMOR AND COMPONENTS

The armored variant of the Frostclaw benefits from protective plating covering the bottom half of both shoulder-mounted Freeze Sacs, making them more difficult to target and destroy. The dual Power Cells on its back are also completely encased in plating and shielded from view. You'll now have to go through the extra step of removing the plates with Tearblast Arrows before being able to detonate them and stun the Frostclaw.





COMPONENTS

FREEZE SAC (X2)

Detonates when hit with Direct Damage

HEALTH235

TEAR-

DESTRUCTION DAMAGE145

FREEZE UNIT (X1)

Detonates when hit with Direct Damage

HEALTH525

TEAR-

DESTRUCTION DAMAGE145

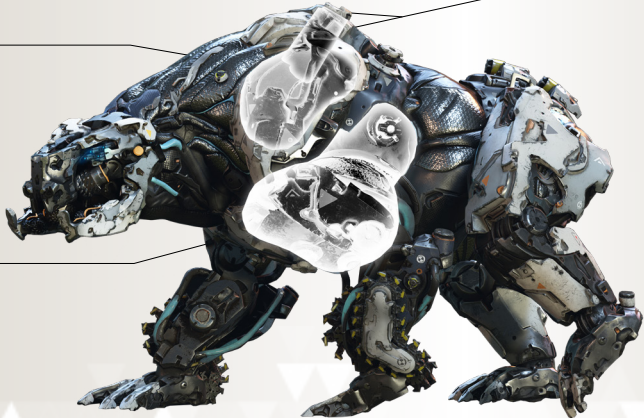
POWER CELL (X2)

Detonates when hit with Shock Arrow

HEALTH263

TEAR175

REMOVAL DAMAGE100



LOOT

Loot Group	Chance	Name	Amount
1 Group 1 (Always drops 1 of 3 set quantities)	–	Metal Shards	20 / 35 / 90
2 Group 2 (Always drops this)	–	Sparker	10 / 15 / 20
3 Group 3 (Always drops this)	–	Wire	10 / 15 / 20
4 Group 4 (Sometimes drops 1 of 4 items)	–	Chillwater	10
	Low	Frostclaw Lens	1
	Very Low	Frostclaw Heart	1
	Very Low	Crystal Braiding	1
	Extremely Low	Machine Core - Medium	1
	Low	Coil	1
5 Group 5 (Sometimes drops 1 of 4 items)	Low	Weave	1
	Extremely Low	Coil	1
	Extremely Low	Weave	1

Freeze Sac

Enhances

Back Slash

Fury Slash

Lunge Dive

Lunge Smash

Grinder Scrape

Claw Slash

Freeze Unit

Enhances

Frost Dive (Front/Back)

Frost Crush

Frost Slam

–


Enables


Ice Spikes

Hail Storm

Frost Blast

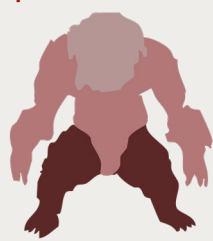
Ice Storm






Hitzones

Biped



Quadruped



Stagger & Knockdown Thresholds							
	Hitzone	Limit 1	Result	Limit 2	Result	Limit 3	Result
Direct Damage (Biped)	Head	90	Stagger	–	–	–	–
	Legs	90	Stagger	180	Stagger	270	10 sec Knockdown
	Body	90	Stagger	–	–	–	–
Direct Damage (Quadruped)	Head	90	Stagger	–	–	–	–
	Legs Left	120	Stagger	240	10 sec Knockdown	–	–
	Legs Right	120	Stagger	240	10 sec Knockdown	–	–
	Body	90	Stagger	–	–	–	–
Explosive Damage	All	100	Stagger	200	Stagger	300	10 sec Knockdown
While Sprinting	All	75	Tumble	150	Tumble + 10 sec Knockdown	–	–


Elemental Thresholds			
Damage Type	Elemental Severity	Result	Duration
Fire	320	Damage over time (12/sec)	15 sec
Freeze	150	3x damage modifier	10 sec
Shock	400	Stunned knockdown	15 sec
Corruption	250	Berserk mode	30 sec


STANCES

The Frostclaw has the ability to alternate between a four-legged (Quadruped) battle stance and a two-legged (Biped) fighting stance, each of which enables it to use a different set of unique attacks [➡ 1/2].

Frostclaws default to Quadruped stance when roaming about undisturbed; it's the more agile of the two stances and enhances their traversal options by allowing them to jump up small cliffs or leap over gaps to give chase. During combat, they will typically switch to Quadruped stance when far away, making use of the improved mobility afforded by this posture to close the distance. Melee is the focus here, with the Frostclaw repositioning itself with quick tumble-dodges to keep up the pressure. Look out for the beast's tunneling Ice Spikes attack though—it's arguably its most dangerous long-range threat and is exclusively used in Quadruped stance.

The Biped stance severely limits the Frostclaw's mobility, but it more than makes up for this with its dangerous mixture of unique melee and ranged attacks. The Frostclaw tends to switch to Biped stance when things get up-close and personal, allowing it to weaponize the Freeze Unit located on its torso. It also becomes very aggressive with its melee slashes when in this posture, chaining together multiple attacks in a row. You'll need to specifically watch out for the Frostclaw's deadly Frost Crush grab, as it can easily





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catch you off guard. If you try to retreat and attack from a distance, it can make use of its wrist-mounted grinders to lob frozen projectiles at you, or dive directly at your position in an effort to crush you. Don't expect to be safe at range simply because of the Frostclaw's impaired mobility while in this stance.

Frostclaws will sometimes favor one stance over the other for no obvious reason, so you can expect encounters with these machines to be quite dynamic and unpredictable. As such, we've clearly grouped their attack list into two distinct categories (along with a few attacks shared by both stances) so that you can easily get an overview of which offensive options are available to them at any given time.

## ICICLES

The Frostclaw can create Icicles as part of certain attacks, which generate a small explosion as they erupt from the ground. They deal a mixture of Freeze and standard Damage, along with residual Freeze damage when coming into contact with the icy mist surrounding them. This mist dissipates after a brief period, but the Icicles will remain standing indefinitely and impair your movement until they're either destroyed by your own attacks, or by the Frostclaw itself. You can save ammo by simply shattering them with a light spear attack. Icicles production is enabled by the Frostclaw's Freeze Unit, so destroying this component will permanently disable their use.



## FREEZE BLADES & ICE PATCHES

Freeze Blades enhance the majority of the Frostclaw's melee-based attacks, adding an extra 50% Freeze damage to these moves when active. These blades are created during the attack's startup animation, and dissolve immediately once the move ends [→□ 1]. Ice Patches are left behind and cover the ground whenever Freeze Blades are active, slowing Aloy's movement and dealing Freeze damage when stepped on. Unlike Icicles, these Ice Patches cannot be destroyed or removed, but only linger for a few seconds before disappearing. The production of both Freeze Blades and Ice Patches is governed by the Freeze Sacs located on the Frostclaw's shoulders, so destroying these components will remove the ability for their corresponding arm to make use of them.

## ATTACKS (QUADRUPED STANCE)

### ICE SPIKES

#### Attack Properties

Damage Type	Freeze / Melee
Primary Damage	125 Freeze / 125 Melee
Secondary Damage	25 Freeze per sec
Trigger Range	15m – 50m

50m

15m



The Frostclaw will raise its front paws and bury its mouth in the ground before injecting veins of freezing chemicals into the earth, shooting out trails of icy crystals that visibly travel underground until they erupt into a large Ice Spike underneath you. Ice Spikes are one of the Frostclaw's most dangerous ranged options. It tends to use them quite liberally and they are capable of tracking you with great accuracy, across different elevations and even behind cover. Once the machine has initiated this attack and the underground veins have reached your position, you'll see frozen

debris erupting from underneath your feet followed by a rumble: this is your cue to perform a dodge in order to avoid the giant Ice Spike that's about to emerge directly below you. Resist the temptation to dodge too early, as you'll then get impaled during the recovery period. You can expect a total of three or four Ice Spikes to follow in quick succession, so you'll need to stay calm and dodge to the rhythm the spikes emerge at. Destroying the Frostclaw's Freeze Unit will disable this attack entirely, removing one of its strongest ranged threats in the process.

### BACK SLASH

#### Attack Properties

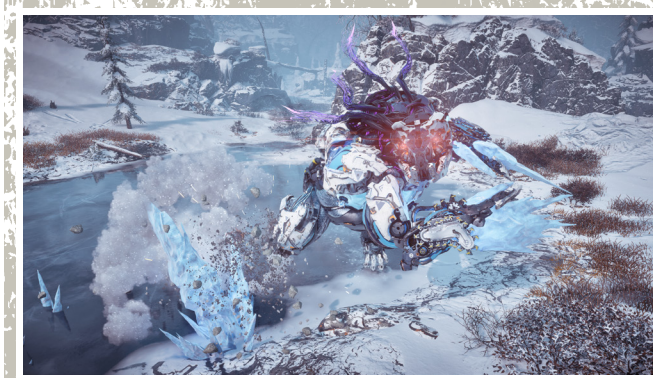
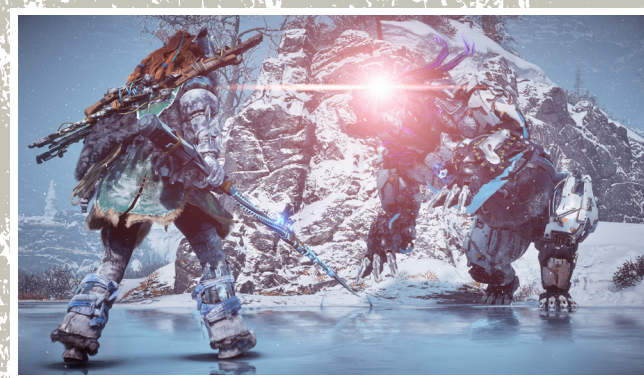
Damage Type	Melee / Freeze
Primary Damage	150 Melee / 75 Freeze
Secondary Damage	25 Freeze per second (Ice Patches)
Trigger Range	1m – 15m Front -3m – -15m Back



The Back Slash is a quick, back-handed swipe performed by the Frostclaw as a surprise attack when you get too close. It can be triggered from the front or back, and can be augmented with Freeze Blades if the Freeze Sac on the corresponding arm is still intact. The Frostclaw uses this attack more frequently when its Freeze Unit has been destroyed, since some of its other defensive options have then been taken out of the picture. From the front, watch for the telltale red eye flash, quickly followed by the Frostclaw generating



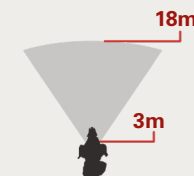
Freeze Blades and standing on its hind legs, raising one of its arms across its torso before slashing with the back of its claw. When initiated from behind it can be much trickier to see coming, so rely on the wind-up audio cue as your only warning. This slash has limited range, so your safest option is to simply dodge backwards to avoid it. Destroying the Freeze Sacs will permanently disable the Freeze Blades and further limit this attack's range and damage.



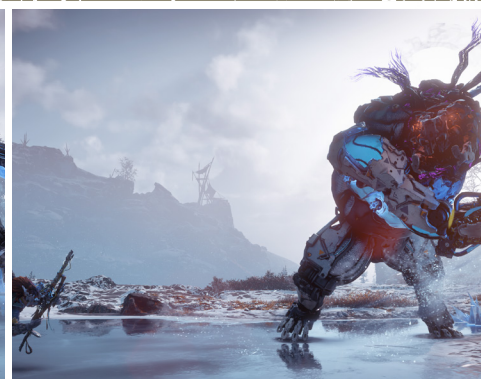
### FURY SLASH

#### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	200 Melee / 100 Freeze
Secondary Damage	–
Trigger Range	3m – 18m



Although the Fury Slash is exclusively initiated from the Quadruped Stance, the Frostclaw quickly assumes an upright posture and propels itself forward while performing a series of three horizontal slashes. This attack shares some similarities with the Claw Slash, but carries more forward momentum and will always complete the same pattern of three slashes. The Fury Slash can be augmented with Freeze Blades, enhancing its range and dealing additional Freeze Damage per hit. Look for the Frostclaw to raise its



right paw as it gives off the typical red eye glint and audio cue, before slashing at Aloy in a broad horizontal pattern, alternating between the right and left side. Since this attack moves the Frostclaw forward, avoid the temptation to dodge backwards, as you're sure to get clipped by the second or third slash. Simply dodge sideways or directly through the attack to avoid it entirely and gain a positional advantage from which to safely counter-attack.



## ATTACKS (BIPED STANCE)

### LUNGE DIVE

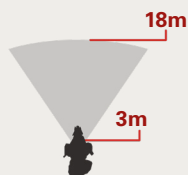
#### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	200 Melee / 100 Freeze
Secondary Damage	–
Trigger Range	3m – 18m



While in Quadruped stance, the Frostclaw will often attempt to close the gap at mid-range by using its Lunge Dive attack. Beyond the usual red eye flash, watch for the Frostclaw to activate both Freeze Blades (if its Freeze Sacs are intact) before taking a small hop step forward and immediately pouncing into the air. You won't get much notice before the Frostclaw leaps towards you, but you should have just enough time to react by dodging sideways once it's airborne. Rolling directly towards and through the Frostclaw is a viable

alternative, but can be a bit riskier. In either case, make sure to immediately rotate the camera once the beast has landed, since it will perform a 180-degree turn as it rolls along the ground and regains its footing. You can almost always expect another attack to follow the Lunge Dive. Since the Frostclaw always slashes with its left claw when performing this attack, destroying the Freeze Sac located on its left shoulder will disable the associated Freeze Blade, and completely eliminate the attack's Freeze Damage output.



### HAIL STORM

#### Attack Properties

Damage Type	Freeze
Primary Damage	145 per second
Secondary Damage	–
Trigger Range	10m – 20m



The Frostclaw slowly advances towards you while using its Freeze Unit to spew out a highly damaging stream of Chillwater mixed with frozen debris. It's important to anticipate the possibility of this attack whenever the Frostclaw appears to passively approach at mid-range, as the only warning sign you'll receive before that Hail Storm begins is the Frostclaw slightly flaring out its chest—making it quite easy to get caught off-guard. Sprinting to avoid the attack isn't recommended, as being caught in the Hail Storm will

slow Aloy's movement. Perform repeated backwards dodges instead, directly away from the Frostclaw. Use Long Dodge Rolls if you have the Dodge Prowess Skill, as they will allow you to cover more distance quickly. Although it can be tempting to dodge sideways or directly through the stream to get behind the Frostclaw, the tracking on Hail Storm is quite strong and you're likely to take significant damage in the process. Destroying the machine's Freeze Unit will completely disable this attack.



### BACK CRUSH

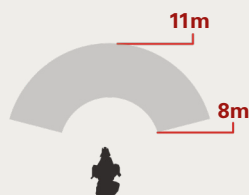
#### Attack Properties

Damage Type	Melee
Primary Damage	200 (Body)
Secondary Damage	50 (Explosion)
Trigger Range	8m – 11m



The Back Crush shares quite a few similarities with the Frost Dive attack, but is only used in Quadruped stance. It also has less range and doesn't benefit from any Freeze enhancements. Watch out for the red eye flash and audio cue; these warning signs are immediately followed-up by the machine turning around and exposing its backside. It'll then launch itself in the

air and come crashing down on your location, trying to crush you under its enormous weight. Dodge to the Frostclaw's side, but make sure to time your roll properly since the Back Crush generates a large radial explosion as the beast lands. This doesn't cause as much damage as getting crushed by the Frostclaw, but will knock you back and destabilize you.



### FROST BLAST

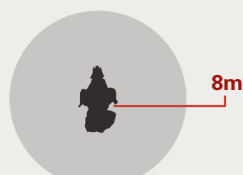
#### Attack Properties

Damage Type	Freeze / Melee
Primary Damage	200 Freeze / 100 Melee
Secondary Damage	–
Trigger Range	0m – 8m



When threatened at close range, the Frostclaw opens all Freeze vents on its torso and generates an explosive Frost Blast that radiates outwards from its body. This attack deals severe Freeze damage and moderate Direct damage, and has a broad 360-degree blast radius. The Frost Blast is used as a defensive countermeasure if you approach the beast from behind or get too close when it's vulnerable. It is signaled by a blue mist emanating from the Frostclaw's torso, alongside jets of cryo fluid blasting out from

its Freeze vents. Use this cue to immediately begin sprinting or dodging away from its location, making sure to cover as much ground as possible to avoid the attack's deceptively wide radius. Performing the Frost Blast leaves the Frostclaw open for a significant period, so capitalize on this opportunity by aiming at its exposed Power Cells with Shock Arrows to stun it, or focus on dealing direct damage to its Freeze Unit in order to permanently remove this attack from its repertoire.



### LUNGE SLASH

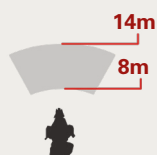
#### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	100 Melee / 200 Freeze
Secondary Damage	–
Trigger Range	8m – 14m



One of its least-used attacks, the Lunge Slash serves as a fast surprise-attack when the Frostclaw is in Quadruped stance. It's telegraphed in an extremely similar fashion to the Lunge Dive move, with the machine's eyes flashing red followed by a short hop step; instead of jumping at you, the Frostclaw then lunges forward and performs a high-velocity rising

slash with one of its claws. As with the majority of the Frostclaw's slashes, it can also be augmented with Freeze Blades if the corresponding Freeze Sac hasn't been destroyed. The Lunge Slash has good reach, but thankfully it suffers from relatively poor tracking. Simply dodge to the Frostclaw's side as it starts to lunge in order to get out of harm's way.



### GRINDER SCRAPE

#### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	125 Melee / 75 Freeze
Secondary Damage	–
Trigger Range	15m – 50m



Watch for the Frostclaw's eyes to flash red, before it reaches down and scrapes at the ground using its grinders, lobbing frozen chunks of solidified dirt and rock in your direction. Used as its primary long-distance attack while in Biped stance, Grinder Scrape always consists of two projectiles, with the Frostclaw alternating between its left and right arms. The machine attempts to track your current trajectory with its shots, so you'll need to dodge away from the chunks of debris right before they hit the ground.

When enhanced with Freeze, they'll explode in a small radius and briefly coat the ground where they land with a damaging splash of Chillwater, so be sure to avoid dodging into the puddle formed by the first projectile while evading the second. Destroying the corresponding shoulder-mounted Freeze Sacs will permanently remove the Grinder Scrape's Freeze properties, reducing both its damage and blast radius as well as eliminating the lingering cryo pools.

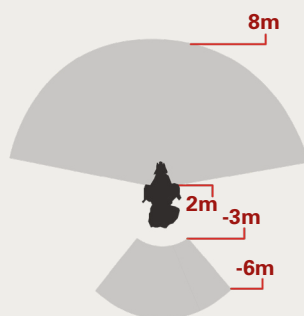




## CLAW SLASH

### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	75 Melee / 150 Freeze
Secondary Damage	–
Trigger Range	2m – 8m Front -3m – -6m Back



The Claw Slash is the Frostclaw's most commonly-used attack while in Biped stance, and can be chained up to six times in rapid succession. It can also be used as a quick-response turnaround slash if the machine is approached from behind, again allowing it to start its chain of attacks. The Claw Slash shares many similarities with the Fury Slash, but isn't as dynamic and exhibits far less forward momentum per attack. The Frostclaw is relentless in its pursuit when using this attack, so dodging or sprinting backwards

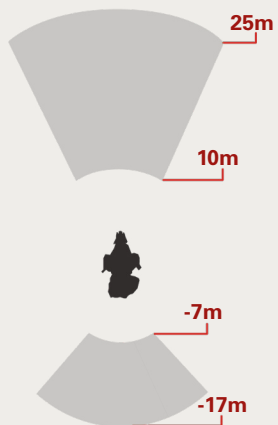


is a bad idea unless you have plenty of room to work with. It's safest to simply dodge through the beast as it approaches, forcing it to cancel its follow-up strikes as it loses track of your location. Dodging sideways also works well, but be careful not to dodge too early, as the Frostclaw can adjust its movement slightly to track you. The Claw Slash is enhanced with Freeze Blades if the machine's Freeze Sacs are intact, so destroy these components to remove the Freeze damage dealt by the slashes.

## FROST DIVE FRONT / BACK

### Attack Properties

Damage Type	Melee
Primary Damage	200 Explosion
Secondary Damage	50 Body
Trigger Range	10m – 25m Front -7m – -17m Back



The Frost Dive is a powerful attack that allows the Frostclaw to close the gap from quite a distance while in Biped stance, literally throwing its entire body mass at you and generating a two-pronged column of Ice Spikes on impact, further extending the attack's already significant reach. This attack has two different animations depending on its trigger point, although both lead to similar results. When performing this attack from the front, look for the Frostclaw to stand on its right leg and to swing its arms around as it pivots its body. It'll then launch itself directly at you before crashing back-first on the ground. This creates a large radial explosion centered around its body, and generates columns of Ice Spikes above its head. This frozen column stretches out ahead for quite a distance, so don't expect to be out of harm's reach even if the

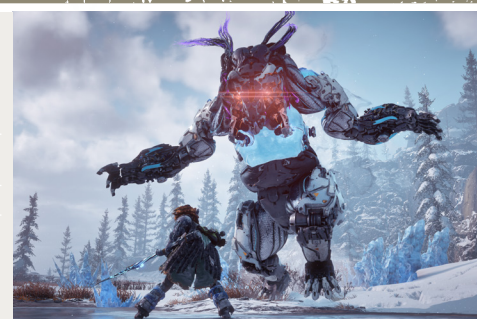
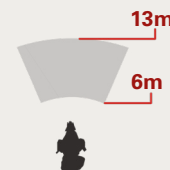


Frostclaw appears to have fallen short of its mark. When triggered from behind, the Frostclaw quickly turns around and lunges at you with the same leaping animation used for its Lunge Dive attack. The difference is that this now generates an explosion and Ice Spike column upon landing, with the same properties as the frontal Frost Dive. You won't get as much time to react to this version of the attack, but otherwise dodging both variants requires the same method—rolling sideways right before the Frostclaw hits the ground will allow you to evade both the landing explosion and the subsequent column of Ice Spikes. Destroying the Frostclaw's Freeze Unit will disable the Ice Spikes as well as reduce the damage dealt by the explosion.

## FROST CRUSH

### Attack Properties

Damage Type	Melee / Freeze
Primary Damage	200 Melee / 100 Freeze
Secondary Damage	–
Trigger Range	6m – 13m



When standing upright in Bipedal stance, watch for the Frostclaw's eyes to flash red before it extends its front paws and lurches forward, attempting to snatch you and crush you against its Freeze Unit. This attack's reach can easily take you by surprise, and attempting to dodge it at the last second will likely lead to getting pulled into the Frostclaw's clutches. Once this happens, there's no way out but to simply wait for the grab animation to finish. Dodging backwards early is your best bet here, in order to put as much distance between yourself and the Frostclaw as possible—this



gives you a nice window of opportunity in which to deal some damage, since the machine clumsily stumbles forward after missing its mark. In cramped situations, it's possible to dodge directly through the Frostclaw's body, but this must be done early. Destroying the Freeze Unit component will remove the Freeze damage normally dealt by this attack. One final thing to note: the Shield-Weaver outfit's shield will be instantly depleted once grabbed, offering zero damage protection against this attack.

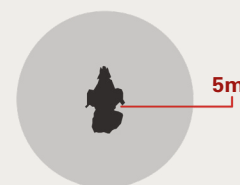


## ATTACKS (BOTH STANCES)

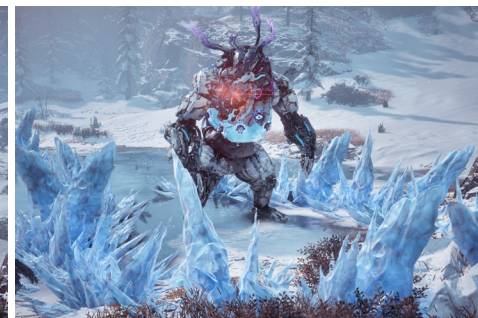
## FROST SLAM

### Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	0m – 5m



The Frost Slam is another defensive attack used when the Frostclaw is threatened at close range. This attack comes out quickly and can be tricky to anticipate, so you'll want to rely on the audio cue as your first warning sign, followed by the Frostclaw slamming down both of its frontal paws on the ground. The Frost Slam creates a large radial explosion just as the beast hammers the ground, as well as a cluster of Icicles that erupt from underneath to form a circular enclosure around the machine. It's sometimes possible to get trapped inside this makeshift prison when dodging



directly through the explosion and landing in front of the machine; in those situations, you'll have to destroy a few of the Icicles using your spear's light attack to break free. The best way to react to the Frost Slam is to simply dodge away from the Frostclaw's body as it prepares to slam down with its paws (or to its side if it performs the attack when directly facing you). Destroying the machine's Freeze Unit will permanently disable its ability to generate Icicles, as well as the Freeze damage dealt by the explosion.



**ICE STORM****Attack Properties**

<b>Damage Type</b>	Freeze
<b>Primary Damage</b>	50 per second
<b>Secondary Damage</b>	–
<b>Trigger Range</b>	–



**A**fter sustaining enough damage, the Frostclaw will activate its Ice Storm mode, briefly encasing its body in a protective coating of ice and generating a Freeze aura that deals damage upon contact. Once switched on the Ice Storm negates any severity build-up or statuses currently applied to the Frostclaw (such as Burn or Freeze), and limits it to Quadruped stance only, focusing exclusively on melee attacks. This frenzied state is automatically triggered once the Frostclaw's total health pool reaches 70% and again at 25% of its maximum value, so you can plan ahead and use these breakpoints to minimize the Ice Storm's



impact. You should, for example, avoid using attacks with Fire build-up if the Frostclaw's health is within range of a breakpoint, as the status will simply be cancelled once the machine activates its Ice Storm. Instead, start using Fire attacks the moment the Frostclaw actually triggers its Ice Storm, as you can then interrupt it by applying the Burn status. Due to its damaging Freeze aura coupled with its tendency to rush you down when in this mode, it's best to keep your distance as much as possible until the Ice Storm runs its course. Destroying the Frostclaw's Freeze Unit will permanently deactivate this special attack.

## STRATEGY OVERVIEW

**Recommended Equipment**

Equipment Name	Ammo Type
Banuk Powershot Bow	Sharpshot Arrow Tearblast Arrow
Shadow War Bow	Shock Arrows
Blast Sling	Blast Bombs Sticky Bombs
Shadow Ropecaster	Tie Rope (Heavy)

**Recommended Skills**

Skill	
Concentration	
Fast Reload	
Triple Shot	

with Freeze properties, you'll want to equip your highest tier Banuk Ice Hunter outfit coupled with some Resist Freeze weaves and potions to maximize your chances of survival. Don't skip this step if you're having trouble, since the additional protection can make a massive difference.

The central Freeze Unit and both Freeze Sacs constitute your main targets, coupled with the Power Cells located on the Frostclaw's upper back which provide an interesting tactical opportunity. These can be detonated using Shock Arrows to stun the Frostclaw while you focus on taking out its other components. Once you've destroyed a few of these beasts however, the updated units' Power Cells will be encased in armor plating that will need to be removed before this weakness can be exploited. Fire damage is another weakness, but be sure to take out their Freeze Unit before considering this option, since their Ice Storm ability can often negate the Burn status you've worked hard to apply. Beyond this, traps and explosives prove quite effective and will be heavily relied upon in the strategies detailed below.



**F**rostclaws are highly dangerous and unpredictable, constantly mixing things up, switching stances on the fly and coming at you with their seemingly endless repertoire of offensive options. You'll want to always stay on the move when directly engaged in combat with these machines, as they won't give you much room to breathe. Their chained melee attacks can initially seem difficult to avoid, but dodging directly through these slashes instead of retreating will make things much easier. Though fighting groups of Frostclaws can initially feel overwhelming, taking a bit of time to familiarize yourself with their diverse move set really pays off in the long run.

Despite the fact that Frostclaws can't be frozen by conventional means, it's possible to turn this strength into a weakness by destroying each of their Freeze governing components. This will either disable or severely cripple most of the machine's attacks, and leave it in a permanently frozen state. Since most of the Frostclaw's attacks are enhanced

## STRATEGY: SINGLE FROSTCLAW

**W**hen the element of surprise is on your side, take full advantage of the situation by setting up Blast Wires and Detonating Blast Traps around a nearby chokepoint. Frostclaws are particularly susceptible to Explosive damage, since the blast radius generated by these attacks will damage and often detonate their components. This is exactly what we're aiming for, so Blast Wires prove to be the safest and easiest way to accomplish this goal. Don't be afraid to overdo it either: a network of eight to ten evenly spaced Blast Wires shouldn't be considered excessive [→□ 1].

Once this is done, try to find a vantage point if any are available in the vicinity, and aim to detonate one of the Frostclaw's Power Cells with a well-placed Shock Arrow [→□ 2]. This will stun the machine for 15 seconds—a large window in which to focus on dealing damage to its key components. Target the Freeze Unit on its torso by positioning yourself to the side and aiming at the exposed glowing area while it's stunned. Triple Shot with Precision Arrows can usually get



the job done in one volley, especially with the Banuk Powershot Bow. Other weapons can certainly accomplish this as well, with the Improved Stormslinger or Sticky Bombs both providing excellent alternatives. Detonating the Power Cell and destroying the Freeze Unit at this stage isn't crucial to the strategy (though it's more efficient), so if you're having trouble executing this part, simply shoot the Frostclaw to get its attention and make a beeline for your traps. With the beast following in your wake, position yourself behind the Blast Wires and ready your Blast Bombs or Improved Stormslinger (or preemptively nock some Precision Arrows) and prepare for the ensuing carnage. Depending on the number of traps set and your Tripcaster's damage value, there's a high probability that the Frostclaw won't even survive past this stage, but if it manages to do so, quickly finish it off with your weapon of choice. Its three Freeze components are likely to have been destroyed by now, and

when this happens, the Frostclaw will become permanently frozen. Weapons dealing standard Damage are your best option at this stage with Precision Arrows, the Rattler's Metal Bolts, or the Improved Icerail's Ice Cannon Spikes providing the highest damage potential. Avoid using Fire damage or targeting the remaining Power Cell though, as inflicting another elemental status will cancel the permanent Freeze state.

**Power Cells**

Though it's still possible to target and detonate Power Cells when directly engaged in combat, it's a bit trickier to pull off. When stealth isn't an option, using the Ropecaster to tie down the Frostclaw or baiting out its Frost Blast attack can give you a clean shot at these components, after which you can then target its Freeze Unit and Freeze Sacs with your most powerful weapons.

## STRATEGY: MULTIPLE FROSTCLAWS

**W**hen engaging multiple Frostclaws, you'll be under constant threat from a mixture of both ranged and melee attacks, so you'll want to focus on incapacitating one of the machines with your Ropecaster as quickly as possible. Once that's done, turn your attention to the other Frostclaw(s), and make use of the Blast Sling's Blast Bombs to quickly destroy its Freeze-governing components, dealing as much damage as possible in the process. Blast Bombs offer the easiest and most reliable way to accomplish this during hectic combat encounters, and always represent one of your best options when facing Frostclaws. If you've acquired the Improved Stormslinger and have gotten comfortable with its handling, then it can also make short work of these components, creating chain reactions as they detonate one after the other. Remember to switch to weapons which deal standard Damage whenever a Frostclaw has been frozen, since you'll be dealing three times the amount of damage.

Taking advantage of the surrounding terrain to evade the Frostclaws' line of sight can often allow you to slip back into stealth mode, so set up some Blast Wires or Detonating Blast Traps around the area whenever you get the chance. Place as many as possible in a few key locations to increase chances of the machines triggering the traps as they roam the area. Explosive damage has a high probability of causing a Stagger or Knockdown state along with detonating their components, so place down Blast Wires or Proximity Bombs whenever you're being chased. Avoid stacking the various traps too closely, since you'll limit their ability to slow down and stagger the pursuing machines.





# FIRECLAW

Fireclaws are much more than mere Fire-based counterparts to the already formidable Frostclaw. The phrase “Bigger, Badder, Stronger” certainly applies here, with the Fireclaws being comparatively much larger, far sturdier, and unquestionably more powerful—exhibiting enough strength to lift huge chunks of rock out of the ground to use as shields or weapons. Fireclaws can easily shrug off explosive damage, as they come equipped with a strong innate resistance against it, making them much more challenging to take down. They’re still based on the same core design as the Frostclaw, however, and share quite a few attacks, so familiarity with the Frostclaw will benefit you here.

50

Medium Acquisition Machine

55

Fireclaw

7500 HP  
12200 XP

9375 HP  
13000 XP

Component Removal

300 XP

300 XP

Damage Received<sup>4</sup> (%)

-80<sup>1</sup>

+25

0

0

+50<sup>1</sup>

+50

0

-

Severity Build-up (%)

-80<sup>1</sup>

+25

-80

-

-80<sup>2</sup>

-25

87.5<sup>3</sup>

-

<sup>1</sup> With Fire Sacs and Fire Unit removed: 0%  
<sup>2</sup> With Fire Sacs and Fire Unit removed: -25%  
<sup>3</sup> With Shock resistance removed: -25%  
<sup>4</sup> Extra Explosive resistance: 80%

## ARMOR AND COMPONENTS

The Fireclaw only ever appears as an armored machine, though the Daemonic variant has some of the armor plating on its back removed to accommodate the purple tendrils that give it extra power.



## COMPONENTS

### Fire Sacs (x2)

Detonates when hit with Direct Damage or Tear

HEALTH 550  
TEAR -  
DESTRUCTION DAMAGE 100

### Fire Unit (x1)

Large Fire Explosion. Puts the machine into a temporary Burn state.

HEALTH 775  
TEAR -  
DESTRUCTION DAMAGE 100

### POWER CELL (x6)

Detonates if hit with Shock Arrow

HEALTH 550  
TEAR 550  
REMOVAL DAMAGE 100



## LOOT

Fire Sacs					
Enhances					
Back Slash					
Fury Slash					
Lunge Dive					
Grinder Scrape					
Claw Slash					
Fire Unit					
Enhances		Enables			
Inferno Dive (Front/Back)		Lava Burst			
Rock Shield (All attacks)		Fire Storm			
Inferno Slam		Flame Blast			
-		Volcanic Meteor Shower			

Loot Group	Chance	Name		Amount
1 Always drops 1 of 3 set quantities	-		Metal Shards	95 / 110 / 140
2 Always drops this	-		Blaze	12
3 Always drops this	-		Echo Shell	8
4 Always drops 1 of 3 items	Medium		Fireclaw Lens	1
	Low		Fireclaw Heart	1
	High		Crystal Braiding	1
5 Always drops 2 items in total. Combination varies	-		Coil	1
	-		Weave	1





ATTACKS (QUADRUPED STANCE)

<div>Hitzones</div> <div><div>Biped</div></div> <div><div>Quadruped</div></div>	Stagger & Knockdown Thresholds						
	Hitzone	Limit 1	Result	Limit 2	Result	Limit 3	Result
	Direct Damage (Biped)	Head	600	Stagger	–	–	–
		Legs	600	Stagger	1200	Stagger	1800
		Body	600	Stagger	–	–	–
	Direct Damage (Quadruped)	Head	Stagger	–	600	–	–
		Legs Left	600	Stagger	–	–	–
		Legs Right	600	Stagger	1200	12 sec Knockdown	–
		Body	600	Stagger	1200	12 sec Knockdown	–
	Explosive Damage	All	100	Stagger	200	Stagger	300
	While Sprinting	All	75	Tumble	150	Tumble + 10 sec Knockdown	–
	Rock Shield Attack	All	600	Stagger	–	–	–
	Elemental Thresholds						
	Damage Type		Elemental Severity		Result		Duration
	Fire		525		Damage over time (18/sec)		10 sec
	Freeze		600		3x damage modifier		30 sec
	Freeze – Cauldron Drone Freeze Canisters		n/a		3x damage modifier		10 sec
	Shock		700		Stunned knockdown		12 sec
	Corruption		350		Berserk mode		30 sec
	Control Tower Overridden		n/a		Stunned knockdown		15 sec

STANCES

Much like the Frostclaw, the Fireclaw has two stances it can switch between: Quadruped and Biped. Each stance gives the machine access to a variety of exclusive attacks, so here we'll take a look at the major differences between them.

The Quadruped stance is the default posture and sees the machine walking on all four legs in typical bear-like fashion. In this stance the Fireclaw is more agile and has the ability to jump up small cliffs and leap over gaps to chase you across the environment. The Fireclaw will usually be in Quadruped stance when far away, and will use it to close the distance when it detects a threat. Most of its attacks while in this stance are melee-focused, with the Fireclaw repositioning itself with quick tumble-dodges to keep up the pressure. Look out for the beast's Lava Burst attack—it's very dangerous at long-range and is used often in the Quadruped stance.

The Biped stance makes the Fireclaw less mobile, but it adds enough dangerous ranged attacks to the mix to easily compensate for its drawbacks. The Fireclaw often enters this stance when it gets up close so that it can take advantage of the Fire Unit located on its torso to catch you off guard with its Fire Storm attack. It will use its melee attacks more aggressively, especially the Claw Slash which is extremely deadly when up close and requires you to be constantly on the lookout for its startup and its chained fol-

low-ups. The Fireclaw doesn't have a grab attack in Bipedal stance, but it does have the Rock Shield and its related attacks which require you to judge your distance from the machine in order to know what follow up it will use.

ROCK SHIELD

Technically not an attack, the Rock Shield ability becomes available to the Fireclaw once its health has dropped to 60% or below, allowing it to tear out a large circular slab of rock from the ground to use as a makeshift shield against incoming projectiles. Holding a Rock Shield doesn't apply any overall defensive bonuses to the Fireclaw; it simply makes it much harder to successfully hit the machine's body when behind the shield. It's still possible to target the Fireclaw's exposed limbs if your aim is good enough, which can even potentially induce a stagger state that will force it to drop the rock. It rarely hangs on to its shield for very long in any case, as there are a few exclusive follow-up attacks that it tends to perform if it's currently holding a Rock Shield: a shield charge to close the gap, a powerful overhead slam at close-range and a long-distance rock throw. Attacks requiring a Rock Shield are enhanced with Fire properties if the Fireclaw's Fire Unit is intact, so while destroying this component won't remove the machine's ability to summon the shield itself, it will severely limit its damage potential when used offensively.

LAVA BURST

Attack Properties

Damage Type	Melee (Explosion)
Primary Damage	135
Secondary Damage	Fire 65 / Melee 65 (Lava Burst – Linger) Fire 50 per second (Groundfire – Linger)
Trigger Range	15m – 50m



The Lava Burst is a modified, Fire-based version of the Frostclaw's Ice Spikes, creating a single X-shaped cluster of five small lava geysers. The Fireclaw briefly raises its front paws and digs its jaws in the ground, then follows up with a series of steam jets which appear directly underneath you, and almost instantly burst into multiple lava geysers. The explosion causes damage and knockback, and the geysers remain active for a few seconds, spewing lava and causing lingering Fire damage when approached. Since the surface area of this lava cluster is quite large, so start sprinting away as soon as the Fireclaw



begins this attack. If you wait for the steam jets to appear before dodging, it's likely that you'll either get caught in the blast or take some damage since it'll be too late to fully clear the blast radius. Use Long Dodge Rolls if you've learned the Dodge Prowess skill, as these can help you cover more distance and hopefully avoid the explosion. Always keep an eye on the Fireclaw when at range, so you can react as early as possible and immediately begin sprinting away. Destroying its Fire Unit component will remove the Fireclaw's ability to use this technique, eliminating one of its most dangerous ranged attacks.

VOLCANIC METEOR SHOWER

Attack Properties

Damage Type	Explosion
Primary Damage	135
Secondary Damage	Fire 135 / Melee 135 (Lava Jet) Fire 65 / Explosion 65 (Rocks) Fire 50 per sec (Fire Pool)
Trigger Range	15m – 50m



A variation of the Lava Burst attack, the aptly named Volcanic Meteor Shower ditches the lava geysers in favor of a volcano which spits out burning rocks in a random pattern. The radius within which these rocks can land is large, and they're capable of dealing severe damage while knocking you back. Make sure to keep track of the volcano's location as you fight, because it will remain active for a significant period of time, effectively creating a large no-go zone which you'll have to avoid. The Volcanic Meteor Shower is telegraphed in exactly the same manner as the Lava Burst, but



the multiple jets that appear underneath your feet are replaced by a single large jet of steam. The best method to avoid damage is to begin sprinting away as soon as the Fireclaw signals its intent. If caught by surprise, do your best to react as quickly as possible and to roll away from the explosion. The Fireclaw only gains access to this attack once its total health falls below 80%. Like the Lava Burst, the Fireclaw's central Fire Unit also governs its ability to utilize this attack so destroying the component will remove this ranged threat entirely.





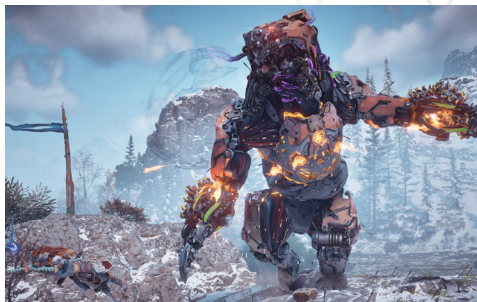
## BACK SLASH

### Attack Properties

Damage Type	Melee / Fire
Primary Damage	200 Melee / 100 Fire
Secondary Damage	—
Trigger Range	3m – 11m Front -4m – -8m Back



The Back Slash is a quick, back-handed swipe performed by the Fireclaw as a surprise attack when you get too close. This slash can be triggered from the front or back, and can be augmented with Fire damage if the Fire Sac on the corresponding arm is still intact. The Fireclaw uses this move more often when its Fire Unit has been destroyed, since some of its other defensive options have then been taken out of the picture. Watch for the telltale red eye flash,

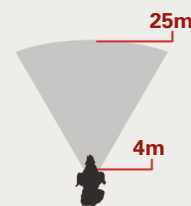


quickly followed by the Fireclaw standing on its hind legs, raising one of its arms across its torso before slashing with the back of its claw. When initiated from behind it can be much trickier to see coming, so rely on the audio cue as your only warning before the Fireclaw instantly spins around and slashes at you. The slash has limited range, so your safest option is to simply dodge backwards.

## FURY SLASH

### Attack Properties

Damage Type	Melee / Fire
Primary Damage	225 Melee / 125 Freeze
Secondary Damage	—
Trigger Range	4m – 25m



Although the Fury Slash is exclusively initiated from the Quadruped Stance, the Fireclaw quickly assumes an upright posture and propels itself forward while performing a series of three horizontal slashes. This move shares some similarities with the Claw Slash, but carries more explosive forward momentum and will always complete the same pattern of three slashes before stopping. The Fury Slash attack can be augmented with Fire damage, generating Fire Patches and dealing additional Fire damage per hit. Look for

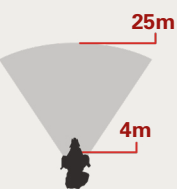


the Fireclaw to raise its right paw as it gives off the red eye glint and audio cue, before slashing at you in a broad horizontal pattern, alternating between the right and left sides. Avoid the temptation to dodge backwards, as you're sure to get clipped by the second or third slash due to the Fireclaw's huge size. Simply dodge sideways or directly through the attack to avoid it entirely, gaining a positional advantage from which to safely counterattack.

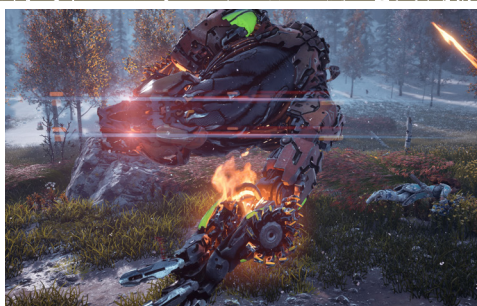
## LUNGE DIVE

### Attack Properties

Damage Type	Melee / Fire
Primary Damage	250 Melee / 125 Fire
Secondary Damage	—
Trigger Range	4m – 25m



The Fireclaw will often attempt to close the gap in Quadruped stance by using its Lunge Dive attack. Watch for the Fireclaw to take a small hop step forward before immediately pouncing into the air. You won't get much notice before the Fireclaw leaps towards you, but you should have just enough time to react by dodging sideways once it's airborne. Rolling directly towards and through the Fireclaw is also a viable alternative, but is riskier. In either case, make



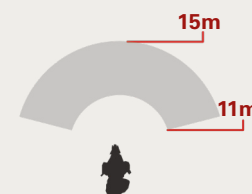
sure to immediately rotate the camera once the beast has landed, since it will perform a 180-degree turn as it rolls along the ground and regains its footing. You can almost always expect another attack to quickly follow-up the Lunge Dive. Since the Fireclaw always slashes with its left claw when performing this attack, destroying the Fire Sac located on the machine's left shoulder will completely eliminate the attack's Fire damage output.



## BACK CRUSH

### Attack Properties

Damage Type	Explosion
Primary Damage	50 per rock
Secondary Damage	—
Trigger Range	11m – 15m



The Back Crush shares similarities with the Inferno Dive attack, but is only used in Quadruped stance, has considerably less range and doesn't benefit from any Fire enhancements. Watch out for the red eye flash and audio cue—these warning signs are immediately followed-up by the machine turning around and exposing its backside. It then launches itself in the air

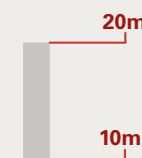
and comes crashing down on your location. Dodge to the Fireclaw's side to avoid this attack, but make sure to time your roll properly because the Back Crush generates a large radial explosion as the machine lands. This doesn't cause as much damage as actually getting crushed by the Fireclaw itself, but will stagger you and interrupt your actions.

## ATTACKS (BIPED STANCE)

## FIRE STORM

### Attack Properties

Damage Type	Fire
Primary Damage	150 per second
Secondary Damage	—
Trigger Range	10m – 20m



The Fireclaw slowly advances towards you while using its Fire Unit to spew out a highly damaging stream of flames. It's important to anticipate the possibility of this attack whenever the Fireclaw appears to approach Aloy at mid-range. The Fireclaw merely flares out its chest a little as a quick and subtle warning that the Fire Storm is coming, so it's easy to get caught off-guard by this attack. Avoid sprinting to get away from the attack, because getting caught in the Fire Storm will slow your movement. Instead, use repeat-

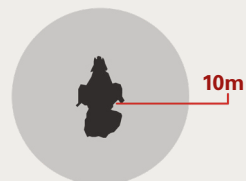
ed backwards dodges, heading directly away from the Fireclaw. If you have the Dodge Prowess Skill then use Long Dodge Rolls, as those will allow you to cover more distance. Although it can be tempting to dodge sideways or directly through the stream to get behind the Fireclaw, the tracking on Fire Storm is quite strong and you're likely to take significant damage doing so. It's safer to simply dodge away from the attack. Disabling the machine's Fire Unit will completely disable this technique.



## FLAME BLAST

## Attack Properties

Damage Type	Fire / Melee
Primary Damage	180 Fire / 135 Melee
Secondary Damage	—
Trigger Range	0m – 10m



The Fireclaw opens all flame vents on its torso before generating an explosive Flame Blast that radiates outwards from its body. This close-range attack deals severe Fire damage and moderate Direct damage within its broad blast radius. If you approach the Fireclaw from behind, the Flame Blast is used as a defensive measure. It's signaled by red jets of mist emanating from the machine's torso, generating a reddish cloud that surrounds the Fireclaw. You need

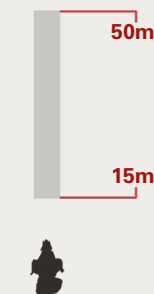


to immediately sprint or dodge away from its location, since the attack's radius is deceptively large. Performing the Flame Blast leaves the Fireclaw open for a significant period of time, so capitalize on this opportunity by aiming at its exposed Power Cells with Shock Arrows to stun it, or focus on dealing direct damage to its Fire Unit in order to permanently remove this attack from its repertoire.

## GRINDER SCRAPE

## Attack Properties

Damage Type	Fire / Melee
Primary Damage	110 Fire / 110 Melee
Secondary Damage	—
Trigger Range	15m – 50m



The Fireclaw reaches down and scrapes at the ground using its powerful grinders, lobbing molten chunks of solidified dirt and rock in your direction. This is its primary long-distance attack while in Biped stance and always consists of two projectiles, with the Fireclaw alternating between its left and right arms. The machine attempts to track your current trajectory with its shots, so dodge away from the burning rock balls right before they hit the ground. Be

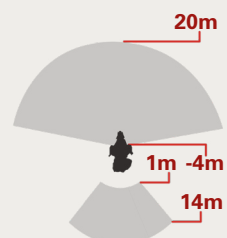


aware that when enhanced with Fire, they'll explode in a small radius and briefly coat the ground with a damaging Fire puddle; avoid dodging into the puddle formed by the first projectile while evading the second. Destroying the corresponding shoulder-mounted Fire Sacs will permanently remove the Grinder Scrape's Fire properties, reducing both its damage and blast radius as well as eliminating the lingering flame pools.

## CLAW SLASH

## Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 125 / Melee 175
Secondary Damage	—
Trigger Range	Front 1m – 20m Back -4m – -14m



The Claw Slash is the Fireclaw's most frequently-used attack in Biped stance, and can be quickly chained up to six times. It can also be used as a quick-response turnaround slash if you approach the machine from behind. The Claw Slash shares many similarities with the Fury Slash, but allows for less forward momentum per attack due to the Biped stance limiting the Fireclaw's mobility. It's important to dodge



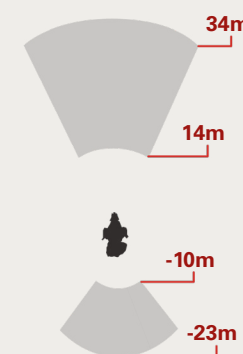
through the Fireclaw as it approaches—it'll cancel its follow-up strikes as it loses track of your location. Dodging or sprinting backwards is a bad idea because the Fireclaw has such incredible range with this attack. The Claw Slash is enhanced with Fire damage if the machine's Fire Sacs are intact, so destroy these components to disable this property altogether.



## INFERNO DIVE FRONT / BACK

## Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 175 / Melee 175 (Explosion) Melee 60 (Body)
Secondary Damage	Fire 100 per second (Fire Patches)
Trigger Range	14m – 34m Front -10m – -23m Back



The Fireclaw uses this attack to close the gap while in Biped stance, literally throwing its entire body mass at you and generating a vertical row of Fire Patches on impact, which further extend the attack's already significant reach. This attack has two different animations depending on its trigger point. When performing the Inferno Dive from the front, look for the Fireclaw to stand on its right leg and to swing its arms around as it pivots its body. It'll then launch itself directly at you before crashing back-first on the ground, creating a large radial explosion and generating a line of Fire Patches above its head. This burning column stretches out ahead for quite some distance, so don't expect to be out of harm's reach even if the Fireclaw appears to have fallen short of its mark. But this doesn't



happen frequently; this machine's larger size compared to the Frostclaw means that it generally manages to successfully reach your position.

When approached from behind, the Fireclaw quickly turns around and lunges at you, much like with its Lunge Dive attack. Of course with this attack you'll have a Fire explosion and column of Fire Patches to deal with. You won't get as much time to react to this version of the attack, but evading is the same for both variants—roll sideways right before the Fireclaw hits the ground. This allows you to evade both the landing explosion and the subsequent column of Fire Patches. Destroying the Fireclaw's Fire Unit will disable the Fire damage dealt by the explosion as well as remove the Fire Patches entirely.

## ROCK SHIELD - CHARGE

## Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 135 / Melee 135
Secondary Damage	—
Trigger Range	5m – 60m



The Fireclaw uses its Rock Shield to perform an advancing Charge, simultaneously acting as both an attack and a traversal method while it attempts to close in on your position. The machine will dash forward in short bursts as it advances, and will damage and knock you back if it manages to ram into



you in the process. This rarely happens, because the Fireclaw will usually perform an overhead rock Smash the moment it gets within range. Destroying the Fire Unit component will disable the Fire damage dealt by this attack.

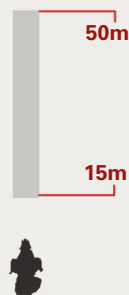


# ATTACKS (BOTH STANCES)

## ROCK SHIELD – THROW

### Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 180 / Melee 180
Secondary Damage	Fire 50 per second (Fire Patches)
Trigger Range	15m – 50m



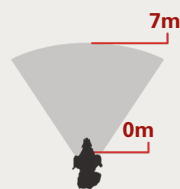
The Fireclaw will almost always attempt to throw its Rock Shield directly at your location when at long range. This is easy to predict and see coming, but you'll need to time your dodge correctly—just before the rock hits the ground—to avoid the large blast radius. Try to take advantage of your surroundings by hiding behind any environmental obstacle large enough to block the incoming projectile. Also,

watch out for the Fire Patches now lingering at the site of impact, because these will cause you to take Fire damage if carelessly stepped on. Destroying the machine's Fire Unit component will get rid of both the Fire Patches and the Fire damage dealt by the rock upon impact. Note that the Shield-Weaver outfit offers zero protection against this attack, which instantly depletes its shield.

## ROCK SHIELD – SMASH

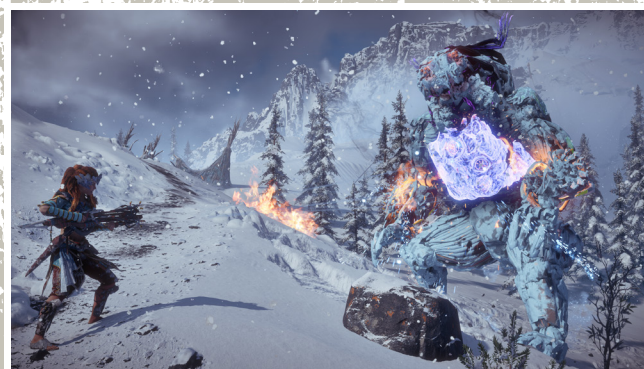
### Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 200 / Melee 200 (Rock)
Secondary Damage	Fire 200 / Melee 200 (Explosion) Melee 25 (Body) Fire 100 per second (Fire Patches)
Trigger Range	0m – 7m



When at close-range, the Fireclaw will lift the rock over its head and try to smash you with it, dealing massive amounts of Fire and Direct damage. Time your dodge just as the Fireclaw's arms start slamming down, since the rock smash creates a powerful explosion upon impact which can catch you in its blast if you roll too early. The damage dealt by this attack is massive, so your best defense is to simply avoid

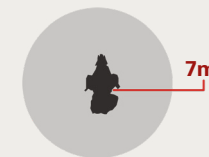
getting close to the Fireclaw when it's carrying a Rock Shield. This slam also creates lingering Fire Patches at the site of impact, so be sure to avoid stepping into them. Destroying the Fire Unit component will disable all of this attack's Fire related properties. Again, the Shield-Weaver outfit offers zero protection against this attack, as its shields are automatically negated when hit.



## INFERNO SLAM

### Attack Properties

Damage Type	Fire / Melee
Primary Damage	Fire 175 / Melee 175 (Explosion)
Secondary Damage	Melee 60 (Body) Fire 100 per second (Fire Patches)
Trigger Range	0m – 7m



This close-range attack starts up quickly and can be tricky to react to, so learn to rely on the audio cue as your first warning sign, followed by the Fireclaw slamming down both of its frontal paws on the ground. The Inferno Slam creates a large radial explosion just as the machine hammers the ground, as well as a cluster of Fire Patches that erupt from underneath to form a circular enclosure around the Fireclaw. It's possible to get trapped inside this makeshift prison when dodging directly through the explosion and

landing in front of the machine; if this happens you'll have to roll through the Fire Patches to avoid taking damage. The best way to react to the Inferno Slam is to simply dodge away from the Fireclaw's body as it prepares to slam down with its paws (or to its side if it performs the attack when directly facing you). Destroying the machine's Fire Unit will permanently disable its ability to generate Fire Patches, as well as the Fire damage dealt by the explosion.

## FIRE STORM

### Attack Properties

Damage Type	Fire
Primary Damage	50 per second
Secondary Damage	Fire 50 per second (Fire Patches)
Trigger Range	–



After sustaining enough damage, the Fireclaw will activate its Fire Storm mode by igniting its body and generating a Fire aura that deals damage if you come into contact with it. Once switched on, the Fire Storm negates any severity build-up or statuses currently applied to the Fireclaw, and limits it to Quadruped stance only. The machine will focus exclusively on melee attacks in this mode—all ranged options are taken out of the picture.

This frenzied state is automatically triggered once the Fireclaw's total health reaches 70% of its maximum value and then again at 25%, so you can plan ahead and use these breakpoints to minimize the Fire Storm's impact. This means it's a good idea to

avoid focusing on attacks with Freeze build-up if the Fireclaw's health is within range of a breakpoint, as the status will simply be cancelled once the machine activates its Fire Storm. Instead, start using Freeze attacks the moment the Fireclaw actually triggers its Fire Storm. Due to its damaging Fire aura coupled with its ability to shoot burning rocks from its body in this mode, it's best to keep your distance as much as possible until the Fire Storm runs its course and watch out for the lingering Fire Patches left behind as the burning rocks hit the ground. Destroying the Fireclaw's Fire Unit will permanently deactivate this special attack. Fire Storm can't be triggered if the Fireclaw is stunned when its health reaches one of the trigger thresholds.



## OVERVIEW

### Recommended Equipment

Equipment Name	Ammo Type
Banuk Powershot Bow	Sharpshot Arrow Tearblast Arrow
Shadow War Bow	Freeze Arrows Shock Arrows
Improved Icerail	Icethrower Ice Cannon Spikes
ShadowRopecaster	Tie Rope (Heavy)

### Recommended Skills

Skill	Concentration Fast Reload Triple Shot
-------	---

Though Fireclaws share many similarities with their Freeze-based relatives, they've been upgraded in nearly every measurable aspect, and taking down one of these monstrosities will prove to be a much more daunting task. These elite prototype units have more health, deal more damage, and their larger frames extends the reach of the deadly chain melee slashes they inherit from their lesser counterparts. This size increase makes evading their attacks more challenging overall, though the majority of methods used to avoid the Frostclaw's attacks apply here as well. Fireclaws are walking tanks, armored from head to toe, and feature a built-in 80% resistance to Explosive damage sources; this trait forces a complete shift in strategy, as traps and other forms of Explosive weaponry won't be able to detonate their components or deal enough damage to bring the fight to an end. As their name implies, most of their attacks are Fire-based, and they feature a complete immunity to this element. Like the Frostclaw, it's possible to destroy all three of their main components and turn this strength against them, inducing a permanent Burning state (though the ailment takes an impractically long time to run its course, rendering it far less useful than it might seem).

Freeze is the Fireclaw's natural weakness, and freezing these enemies is essential in dealing enough damage to destroy them quickly; their Fire Storm ability will prove problematic here, since it will activate when the machine takes enough damage, and immediately remove any Freeze build-up inflicted. Destroying the Fire Unit component located on the Fireclaw's torso will disable this ability, so this should be your primary objective. Getting a clear shot at this component can present a challenge (especially when the machine is in Quadruped stance), and you'll likely be too busy dodging its constant stream of attacks to safely target its Fire Unit. This is where the cluster of Power Cells located on the Fireclaw's backside comes into play: detonating one of these with a Shock Arrow will stun the machine, allowing you to target its Fire Unit and safely take it out. Once this is done, it's time to



freeze the Fireclaw before pummeling it with your highest standard Damage dealing weapons to seal the deal.

### Fire Armor

You'll want to suit up with your highest tier Carja Blazon Outfit and bolster its ability to resist Fire by inserting your strongest Resist Fire Weaves. The Shield-Weaver outfit can also be useful to some degree, but because some of the Fireclaw's attacks completely ignore the Outfit's shields, it's best to stick to the Carja Blazon attire.

## STRATEGY

We don't recommend fighting the Fireclaw head-on since it will simply complicate things, so whenever stealth is an option, approach undetected and target one of its exposed Power Cells with a Shock Arrow. In the wild, Fireclaws will often be focused on scavenging materials and resources from machine carcasses or the environment, so this provides a perfect cover to sneak in undetected. Silently taking out nearby machines serves a dual purpose: removing peripheral threats and making combat easier, as well as distracting the Fireclaw while it's drawn to the fresh kills. Be sure to always use the 'Concentration +' skill to help line up your shots when aiming at Power Cells, since this dramatically improves your chances of success.

If the element of surprise isn't on your side, detonating the Fireclaw's Power Cell will require a bit more work. You can look for good openings after the machine executes a few specific attacks: The Claw Slash it often performs in Bipedal stance is good for this purpose; dodging directly through this attack and turning the camera 180-degrees gives you a clear view of the Power Cells [→□ 1]. The Flame Blast is another option, as it leaves the machine's backside completely exposed. You can also opt to use the Ropecaster to tie down the Fireclaw before aiming at its Power Cells, and this provides your safest and easiest alternative when combat is inevitable. Remember to always resort to the Ropecaster if you find the other methods too demanding or difficult to execute [→□ 2].



### Specific Battles

The first time you encounter a Fireclaw will be in a unique situation where you won't have the luxury of using stealth to target the exposed Power Cells on its rearend, making things more difficult. Once you've unlocked the "Out of the Forge" Errand, however, every subsequent encounter with these machines will be on your own terms, as you'll be able to easily approach them undetected and make the first move. For more on the specific battles, see "The Forge of Winter" (P.117) and "Out of the Forge" (P.136) sections in the Quest Guide.

Once the Power Cell has been ignited, make sure to stay outside the radius of the resulting explosion as this can stagger you and cause some damage. Use this time to nock some Precision Arrows with the 'Triple Shot' Skill, or ready your Icerail and immediately head for the Fireclaw's flank once it's been stunned [→□ 3]. This position will provide a clear shot at its Fire Unit, so start firing away and dish out as much focused damage as possible. The component is quite sturdy, so enhancing your weapon of choice with damage increasing coils can make a significant difference. If the Fireclaw manages to recover, you can simply use the Ropecaster to immobilize the machine and repeat the process, detonating another Power Cell before finally destroying the Fire Unit.



With the Fire Unit out of the picture, it's now time to focus on Freezing the machine. The best tool for the job here is clearly the Icerail's Icethrower ammo, but the Sling's Freeze Bombs or the War Bow's Freeze Arrows can serve the same purpose. Inflict Freeze damage while dodging the Fireclaw's attacks, prioritizing survival while making sure to keep the Freeze build-up active by avoiding lengthy delays between shots.

Once the Fireclaw has been frozen, switch to your Precision Arrows, Metal Bolts or Ice Cannon Spikes and unload everything you have, crafting extra ammo whenever necessary. This will deal massive damage, and the Fireclaw won't be able to survive for very long. If the Freeze status runs out before the machine is destroyed, simply switch back to your Freeze weapon of choice and repeat the process. But if it's barely hanging by a thread, then it's best to skip the freezing process and simply hit it with all you've got until it finally goes down.

### Quick Kill

This strategy consists of keeping the Fireclaw perpetually stunned by chain-detonating its Power Cells at the correct timing to prevent it from fighting back [→□ 4]. The technique is more challenging to execute, but there's no denying its effectiveness once mastered. After the initial Power Cell has been ignited, don't focus on the Fire Unit—it's better to deal some damage by aiming at the machine's eyes (the Banuk Powershot Bow is your best option here), until the Shock meter reaches the quarter mark. At this point, switch back to Shock Arrows and quickly ignite another Power Cell before the Fireclaw recovers. When timed correctly, this will stun the machine again. You can dislodge the armored plating on its upper back with Tearblast Arrows during one of the stun windows to expose two additional Power Cells. Repeat this process (dealing damage during stun windows) until the final available Power Cell has been detonated, then aim straight for the Fire Unit to destroy it. From this point on you can finish the weakened Fireclaw by simply freezing it and dealing as much burst damage as possible.



# WILDLIFE

## GOAT

These wild goats are well-adapted for the harsh climate of the Cut with their coarse, shaggy white coats, which not only keep them warm in the frigid air and howling wind but also afford them a certain degree of camouflage against the snowy backdrop. While relatively easy to spot using the Focus, goats are fleet of foot and can be difficult to chase down if alerted to your presence. You'll find them evenly distributed throughout the Cut's forests, so simply check for the nearest wooded location on your Map and head there when hunting for goat bones or skins.



Health <b>60</b>			
Loot Group	Drop Chance	Amount	Item
1x/2x/3x Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Goat Bone
	Very Low	1	Goat Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail



## BADGER

Unlike the notoriously bloodthirsty honey badgers that once inhabited far-flung regions of the Old World, the badgers inhabiting the Cut are docile and you won't need to hunt them with heavy weapons while constantly looking over your shoulder. Their gray coats and small stature can make them difficult to see in deep snow without using the Focus, but the telltale zigzag pattern of trampled snow they create as they move will help you to establish a fix on their location. Badgers are primarily found in forested areas, though you'll also encounter them in the vicinity of water. In particular, the far southeastern border of the Cut between Song's Edge and Longnotch is a good place to hunt for badger bones and skins.



Health <b>10</b>			
Loot Group	Drop Chance	Amount	Item
1x/2x/3x Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Badger Bone
	Very Low	1	Badger Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail



## SQUIRREL

These ubiquitous rodents can be found throughout the Cut, though they favor forested areas that provide cover from predators like owls, foxes and red-haired girls armed with explosives. While small, their red fur stands out quite starkly and renders them relatively easy to spot, especially in conjunction with the Focus' marking function and the trails they leave when fleeing through deeper snow. When alerted to your presence, squirrels will sometimes attempt to escape by climbing trees, at which point it may become necessary to abandon the hunt altogether. As they can be difficult to hit with pinpoint weapons even on the ground, the Sling or Blast Sling may be helpful if you find you're having trouble hunting them with a bow.



Health <b>10</b>			
Loot Group	Drop Chance	Amount	Item
1x/2x/3x Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Squirrel Bone
	Very Low	1	Squirrel Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail



## OWL

Owls are a relatively rare sight in the Cut owing to their nocturnal habits and reclusive nature. While you'll occasionally find a solitary owl watching over a wooded area populated by their preferred prey, the best place to look for them is in the sky along the edges of forests and rivers. Wait for the owl to land if you're having trouble shooting it down. They tend to congregate around a small Banuk ice fishing encampment at the western edge of the Cut, on a lake between three Campfires whose locations form a triangle on the Map; try this spot if you're having trouble finding them elsewhere.



Health <b>10</b>			
Loot Group	Drop Chance	Amount	Item
1x/2x/3x Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Owl Bone
	Very Low	1	Owl Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail





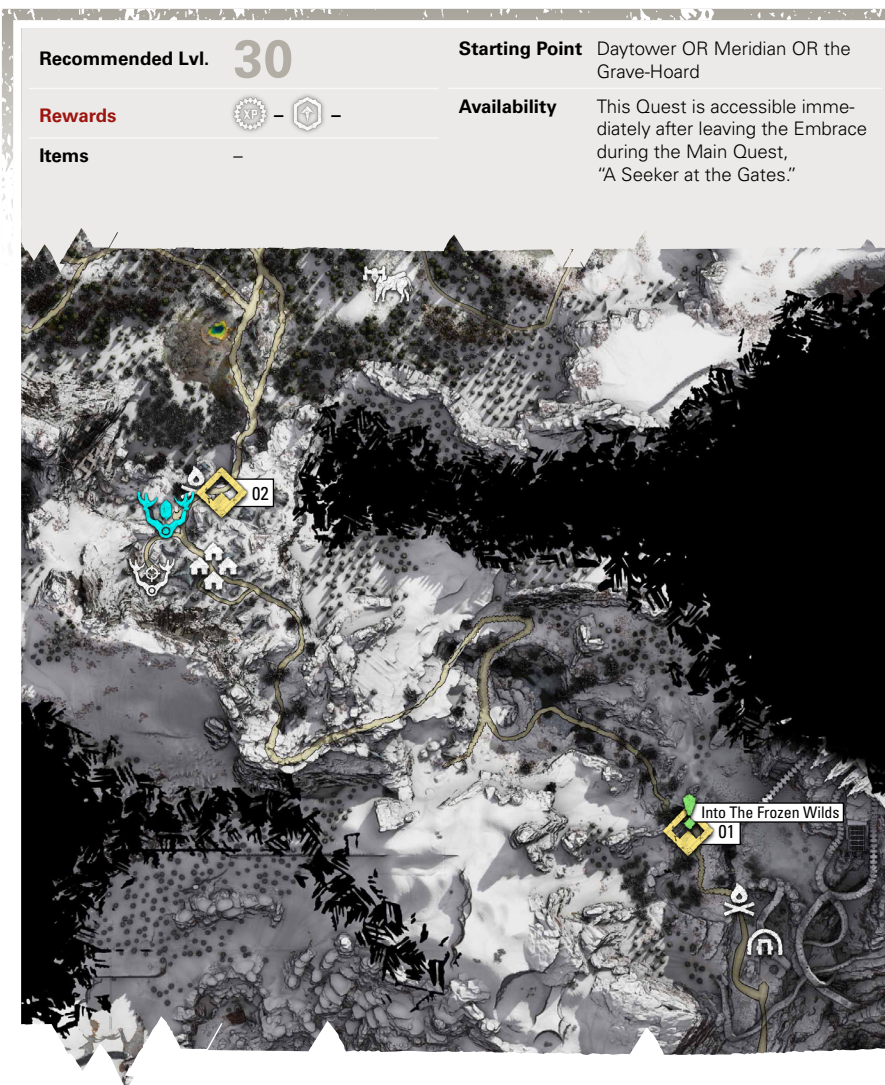


# QUEST GUIDE

Song's Edge is a gateway to many unexpected and perilous adventures that Aloy can't help but pursue. Once she learns of the "Daemoniac" presence in the Cut, she's determined to solve the mystery and see how, or if it connects to what she already knows of her world. This chapter will guide you through all of these adventures and ensure that you miss nothing along the way.



# INTO THE FROZEN WILDS



Aloy travels north to the Banuk lands known as The Cut.

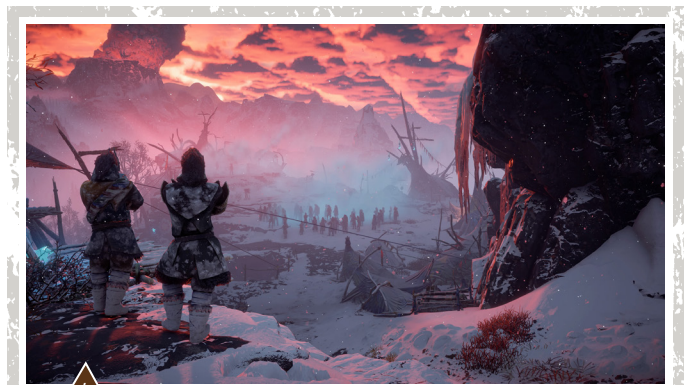
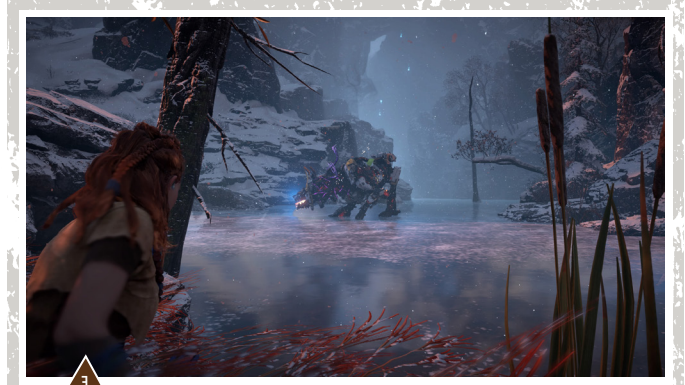
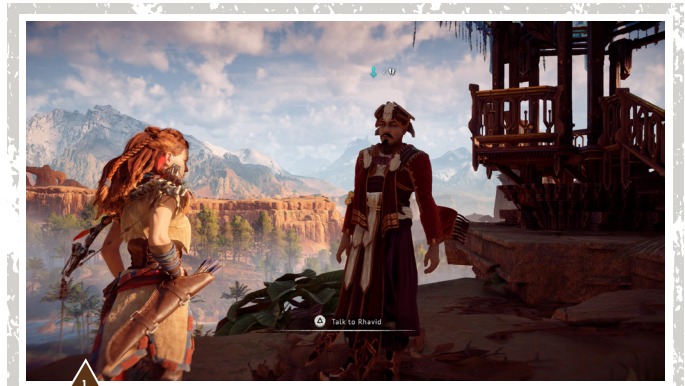
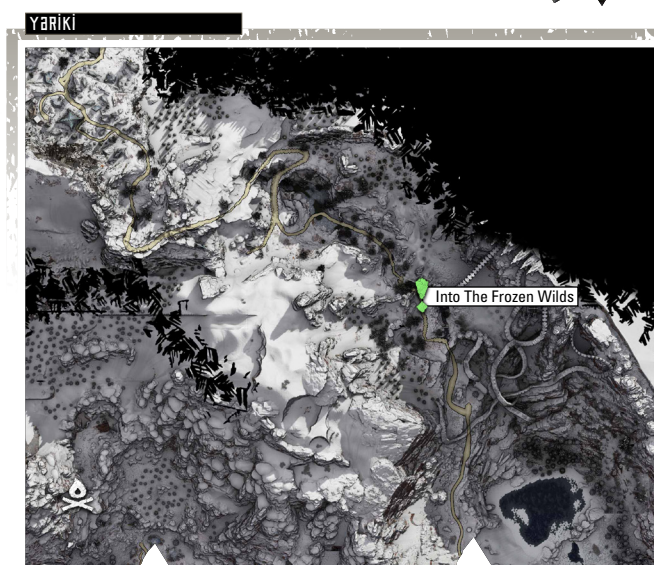
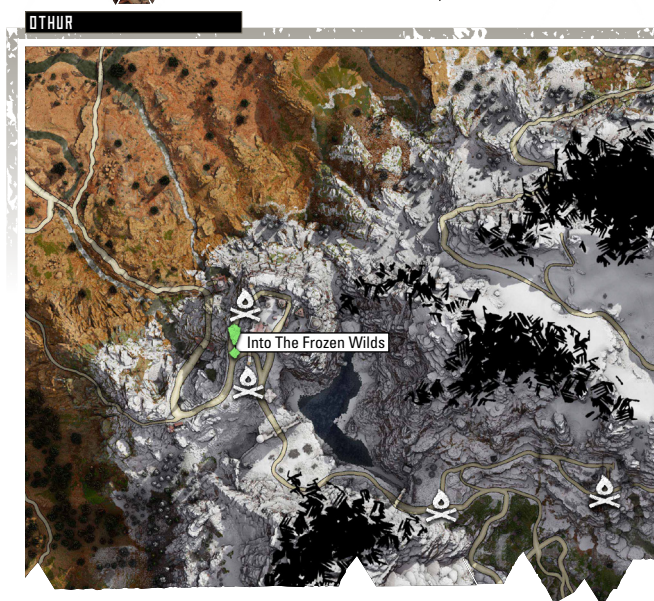
- 01** To initiate this Side Quest, speak with Ohtur in Daytower, Rhavid along the eastern road leading to Meridian, or Yariki at the Campfire just north of the Grave-Hoard [→ 1]. They will inform you of the rumors regarding strange occurrences in the Banuk territory known as The Cut and point you toward the settlement of Song's Edge. You don't actually need to speak to any of these individuals to begin the Quest; you can simply make your way to the Cut unprompted. If you've just started a new game and are in a hurry to access The Cut, your earliest chance to do so is to head directly north after meeting Varl at the Main Embrace Gate and speaking with Yariki; otherwise, you'll have an opportunity to accept this Errand from Ohtur when you pass through Daytower on your way to Meridian.

## OBJECTIVES OVERVIEW

- 01** Explore the Cut
- 02** Investigate the Source of the Smoke

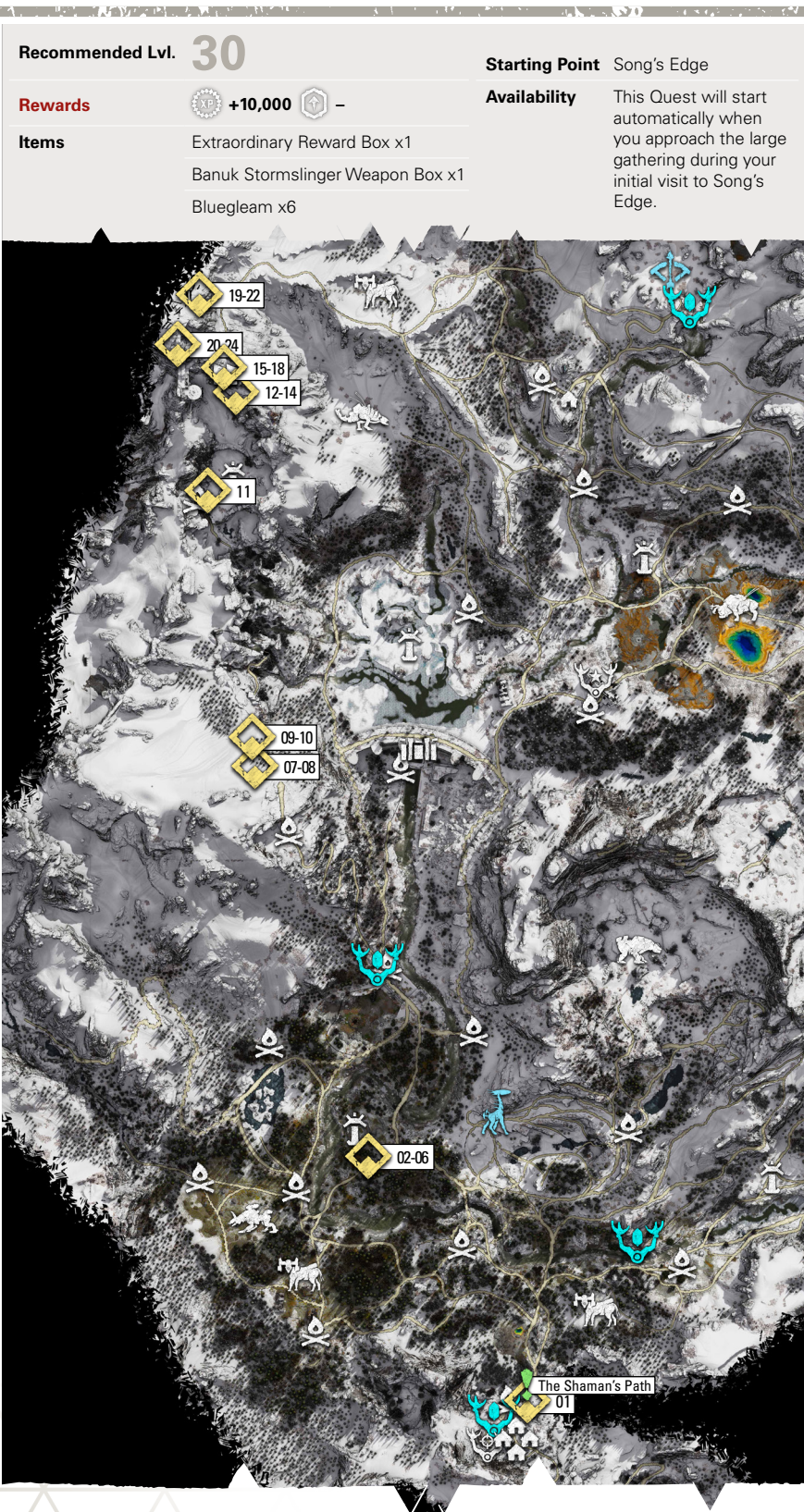
Make your way north along the road to the Grave-Hoard and locate the Banuk markings that point to a series of handholds leading up an adjacent cliff face [→ 2]. After climbing to the top, save your game at the Campfire, because the path ahead is blocked by a powerful new enemy: the Scorcher [→ 3]. While it is possible to sneak around this dangerous opponent by skirting the edge of the area, breaking line of sight and distracting it with Rocks if necessary, you may also use a Ropecaster to tie it down and then simply run past it. Alternatively, use Precision Arrows to destroy the Power Generator on its back to immobilize the Scorcher long enough for you to cover it with Sticky Bombs to kill it easily.

- 02** Once you've dealt with the Scorcher, proceed along the mountain path—you'll know you're on the right track when you pass a Banuk lookout, who will announce your presence from atop a wooden tower on your left, after which you'll see the Frozen Wilds logo announcing the beginning of your journey into the Cut. Continue following the path until you reach the settlement of Song's Edge, at which point you simply need to head towards the gathering below [→ 4]. After the cut-scene the merchant Burgrend will talk to you. Once you're finished getting information from him, the Errand is complete and the Side Quest, "The Shaman's Path," becomes available.





# THE SHAMAN'S PATH



## OBJECTIVES OVERVIEW

- |    |   |
|----|---|
| 01 | Talk to Aratak  |
| 02 | Find Naltuk   |
| 03 | Talk to Naltuk  |
| 04 | Kill the machines   |
| 05 | Destroy or Override the Tower   |
| 06 | Talk to Naltuk  |
| 07 | Find the Shaman's Path  |
| 08 | Find the Ritualistic Marker   |
| 09 | Activate the Marker   |
| 10 | Follow the Shaman's Path  |
| 11 | Go to the Shrine <ul style="list-style-type: none"><li>Kill the Frostclaw (Optional)</li><li>Destroy or Override the Tower (Optional)</li></ul> |
| 12 | Enter Ourea's Retreat <ul style="list-style-type: none"><li>Gather Bluegleam from the Shrine (Optional)</li></ul>                               |
| 13 | Explore Ourea's Retreat   |
| 14 | Restore Power to the Door   |
| 15 | Explore Ourea's Retreat   |
| 16 | Find Another Entrance to Ourea's Retreat  |
| 17 | Enter Ourea's Retreat   |
| 18 | Explore Ourea's Retreat   |
| 19 | Activate the Source Node  |
| 20 | Restore Power to the System   |
| 21 | Talk to Ourea   |
| 22 | Take the Stormslinger   |

**01** Burgrend will point you along the trail of the shaman, Ourea. To learn Ourea's whereabouts, you'll need to track down her apprentice a short distance outside the village. Before departing, you may optionally speak with Aratak to learn more about Song's Edge. Just after leaving Song's Edge, you'll head past a small settlement around a geyser where you'll find a Pigment inside a yellow-covered stalagmite.

## Other Activities

Take the time to get familiar with the layout of Song's Edge. There are a couple of other Quests and errands you can pick up before departing. Talk to Laulai to begin the "Waterlogged" Quest, and to Kamut at the northern border of the settlement to get the Errand "A Secret Shared," which allows you to upgrade your spear. The next steps of both these are in the same general direction that "The Shaman's Path" takes you, so they are worth keeping track of during this quest to avoid needless backtracking. There's also a merchant in Song's Edge who will exchange some powerful items for Bluegleam, a new currency exclusive to The Cut. You won't have any Bluegleam yet, but it's good to know what's available when you find enough of it. Finally, there's Sekuli, an artist working on a mural high up on the cliffside—talk to her to learn about the Pigments she needs. The snowy hills here are also rife with Badgers, so it's worth killing a few to try to acquire the Badger Bones needed for the Bluegleam and Animal Figurine maps available in Song's Edge. [→ 1]



**02-06** Ourea's apprentice, Naltuk, can be found by the roadside overlooking a mysterious mechanical Control Tower to the north and slightly west of Song's Edge. After speaking with him to learn about the Tower's function, you'll need to destroy it in order for him to divulge Ourea's location. The safest way to deal with the Tower is to wait until it opens its cooling vent, then shoot the vent with Precision Arrows from outside the detection range of the nearby machines (the "Double Shot" and "Triple Shot" Skills are helpful for this purpose). Sneaking up to the Tower undetected and Overriding it will send out a pulse that temporarily incapacitates any hostile machines in range, creating a brief opening to attack them without risk of retaliation [→ 2]. For more on this, see the "Control Towers" section on P.152. A very safe approach is to sneak across the fallen tree and use Silent Strikes (or Strike From Above if you have it) to eliminate the three Scrappers one by one, then Override the Tower to stun the Longleg. Have some Precision Arrows notched and ready before the Override, and you should be able to destroy the machine easily while it's stunned.

## SIDE QUEST THE SHAMAN'S PATH




**07-08** Once you've destroyed the Control Tower and eliminated the nearby machines, speak to Naltuk to learn Ourea's location. Exhaust Naltuk's remaining dialogue, then follow the road north to the Icerasps. Along the way you'll pass the frozen over basin that Laulai directed you to in the "Waterlogged" Quest, and this is a good time to quickly investigate the area. The cave entrance to the Shaman's Path is marked by a Ritualistic Marker with a machine's optical sensor that casts a yellowish light. When activated with the button, each Ritualistic Marker will aim a column of light in the direction of the next Marker, pointing the way ahead; in order to traverse the caves, you'll need to follow the path marked by these devices. Several of the side paths lead to dead ends with Supply Crates, so you may opt to explore these areas along the way if you want a little extra loot.

## Unique Modifications

You can find the first of a set of powerful unique Modification Coils and Weaves at an ice fishing encampment. It's along the way to the facility in "The Shaman's Path"—either follow the river as it curves west and then north, then head off to the west a little, or simply head directly west from Naltuk's position, and cross the river. The Warrior's Outfit Weave is in a supply crate by a tent. [→ 3]





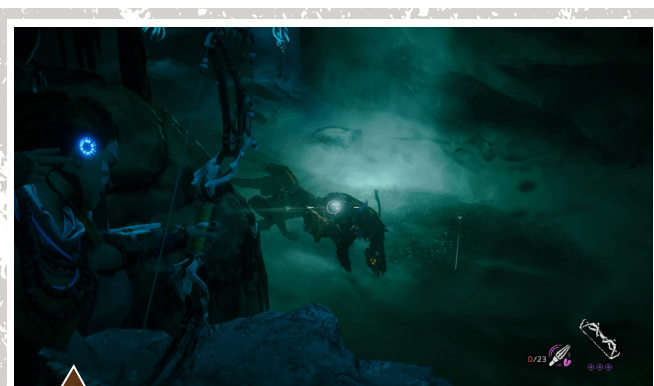
**09-10**  Activate the first two Ritualistic Markers, then follow the beam from the second Marker until Aloy mentions that you should try to pinpoint the location of a nearby sound with your Focus [**→□ 1**]. Use the Focus to scan the wind chimes hanging on the wall between the two tunnels—this will reveal that the right path leads toward your objective, so follow this tunnel uphill, turn right and cross the tightrope to the opposite tunnel. When you arrive at a larger cavern, make your way towards the third Ritualistic Marker which is found near the cave's northern exit.

In front of the third Marker is a fork in the path—activate it to reveal that you should follow the right branch, then hug the left wall as you advance. The wall will eventually curve sharply left into a hairpin leading due west – follow this path to another wind chime, then turn around 180 degrees and look up toward the ceiling and you'll spot a climbable ledge. Jump up and grab the ledge, then climb up to the tunnel above and follow it to another fork. The left branch leads to three Supply Crates, one of which contains a unique Re-inforced Outfit Weave (though you'll have to sneak past or defeat a Daemonic Stalker along the way); when ready, take the right branch and activate the fourth Ritualistic Marker. This Marker points across a shallow chasm patrolled by two Daemonic Stalkers, and the path ahead simply loops down into the chasm below. In order to reach the exit, you must drop down to the cave floor and follow the wall to your




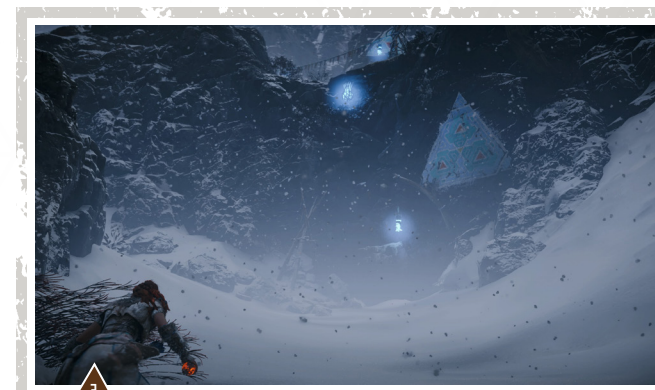
right. The safest strategy is to deal with the Stalkers before crossing the wire because they cannot directly access this elevated area, making it a good perch from which to snipe them. From this position, using Tearblast Arrows in combination with the Triple Shot skill allows you to easily dislodge both Stalker's Dart Gun components; you can then safely dispatch them without any fear of retaliation. Blast Bombs and Precision Arrows are well-suited for this task once the Stalkers can no longer retaliate. [**→□ 2**]

Make your way across the tightropes, and head down the curving path until you reach the fifth Marker. Activate it, then follow its guiding light to a series of climbable handholds leading out of this maze. Once you're done taking in the scenery, make your way left along the ledge and activate the sixth Marker. Continue following the ledge until you reach a new type of bridge that uses water for balance: wait for the hollow log to fill with water and lower the bridge, then quickly cross before the water empties and the bridge resets. Activate the seventh Ritualistic Marker, slide down the Slip-line ahead, turn left and press the **△** button to unroll the ladder on the ledge. Climb down into the river, enter the cave behind the waterfall, collect the Pigment – Light Oxide, then turn around and locate another ladder leading up to the ledge outside. Climb the ladder and pull the rope to move the bridge into position, then slide down the Slip-line to the main path and continue up the mountain.



Activate the eighth Ritualistic Marker, cross the tightrope to your left and continue up the path to your right across a series of wooden bridges. When you reach a gap, jump across and grab the ledge on the other side – you'll see a cutscene hinting at a new enemy type, the Frostclaw. Continue along the cliff to a clearing and activate the ninth Ritualistic Marker, then make your way further up and be sure to save your game at the Campfire overlooking the gully to your right, where you'll see another Control Tower sending out pulses across the area. Make sure you're fully healed and stocked up on ammo, then activate the tenth and final Marker before dropping down to ground level.


**11**  After a short introductory cutscene, you'll find the Frostclaw guarding the Control Tower in the middle of the arena. You don't need to destroy either the Control Tower or the Frostclaw to proceed, and can easily avoid the encounter. From your starting position you can simply make your way through the Tall Grass to your




right and then sprint around the eastern edge of the area to reach the cliff side while avoiding detection [**→□ 3**]. Once atop the cliff you're free to snipe at the Frostclaw and wear it down at your leisure, or you can ignore it and head onward.

If you'd rather engage the Frostclaw and learn what it can do (a worthwhile endeavor considering there will be more ahead), it's best to start by destroying the Tower. The resulting explosion will damage the Frostclaw and makes the machine more manageable, and if it's positioned behind the Tower it won't even be fully alerted, so you can follow up with some Precision Arrows [**→□ 4**]. Blast Bombs work very well against the Frostclaw, but if you really want an easy kill then you should set up as many Blast Wires as you can between yourself and the machine before alerting it. [**→□ 5**]



**12-14**  Climb the cliff face on the north side of the gully and work your way upward until you reach a broken bridge on your left, then traverse the handholds on the crag to your right in order to access a tightrope leading to the Shrine of the First Storm. Cross the tightrope, collect some Bluegleam from the massive Stormbird's carcass, and continue up the metal stairway. Enter the Old

World facility at the top of the stairs and proceed through its corridors until you reach a locked door, at which point Aloy will comment that there must be some way to unlock it. Activate the Focus and scan the Power Cable to the left of the door, then turn around, pass through the open doorway to the right of the entrance and crawl through the vent into the sealed room beyond.

**15-19**  In this room, you'll need to solve a puzzle which requires you to reroute power through a hexagonal grid on the floor. A Datapoint lying next to the power grid provides an explanation of the puzzle and a hint on how to solve it; you may also simply refer to the screenshot here for the solution. Once you've successfully restored power to the door, proceed through it and climb the elevator shaft beyond. Crawl through the vent at the top to reach the facility's exterior, then proceed along the path to your right and climb the handholds to access a walkway leading to the roof. Jump across the decaying walkway, climb the ladder on the other side and make sure to save your game at the Campfire, then continue up the steps and reenter the facility through the door above.



Using this screenshot as reference, replicate the position of the top four pieces, then turn the final yellow piece counter-clockwise to complete the puzzle.





# FOR THE WERAK

## OBJECTIVES OVERVIEW

- 01 Prove Yourself to the Werak
- 02 Go to Song's Edge
- 03 Challenge Aratak
- 04 Go to the Frostfigures
- 05 Talk to Ourea
- 06 Complete the First Challenge Before Aratak
- 07 Complete the Second Challenge Before Aratak
- 08 Complete the Third Challenge Before Aratak
- 09 Kill the machines
- 10 Become the Werak Leader

**01-02** Before you can confront Aratak, you must prove yourself to the Werak by completing two of the four objectives with which you're presented at the start of this quest. A list of the individual options has been provided below, and all of these activities are worth completing for their various rewards.

### 01A: Clearing the Bandit Camp

Clearing out the Bandit Camp can be time-consuming, but doing so yields great rewards: you'll gain a Skill Point, loot some Bluegleam from the camp and reclaim Varga's stolen Forgefire weapon from the Bandit Leader. (see P.141 for the full strategy)

### 01B: Completing a Hunting Trial

This is the fastest and simplest objective, but while you're there you may also want to aim for times worthy of First Place in every trial. This is required to win their best rewards, but it's easier to do after progressing a little further and gaining some new gear. (see P.147 for the Control Trial strategy, and remember that you only need to get the Third Place award for this to count.)

OUREA'S RETREAT F1

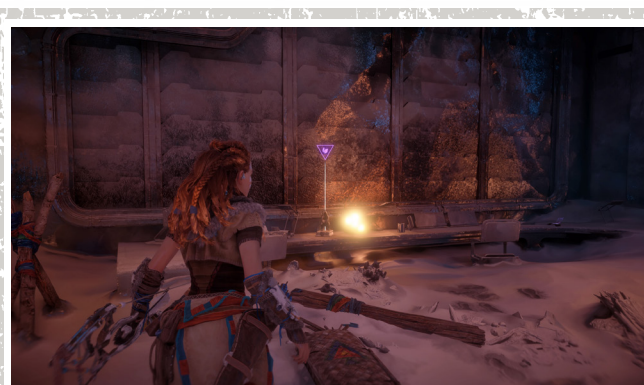
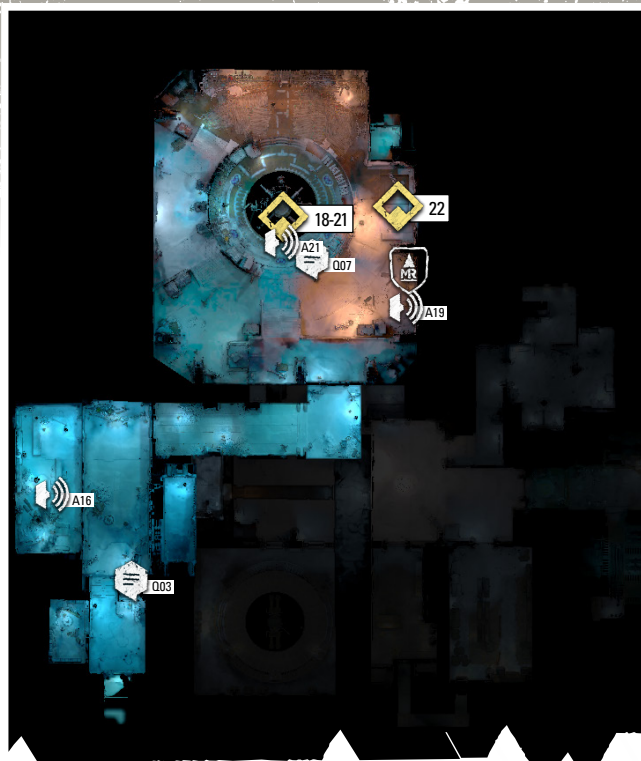


OUREA'S RETREAT F2

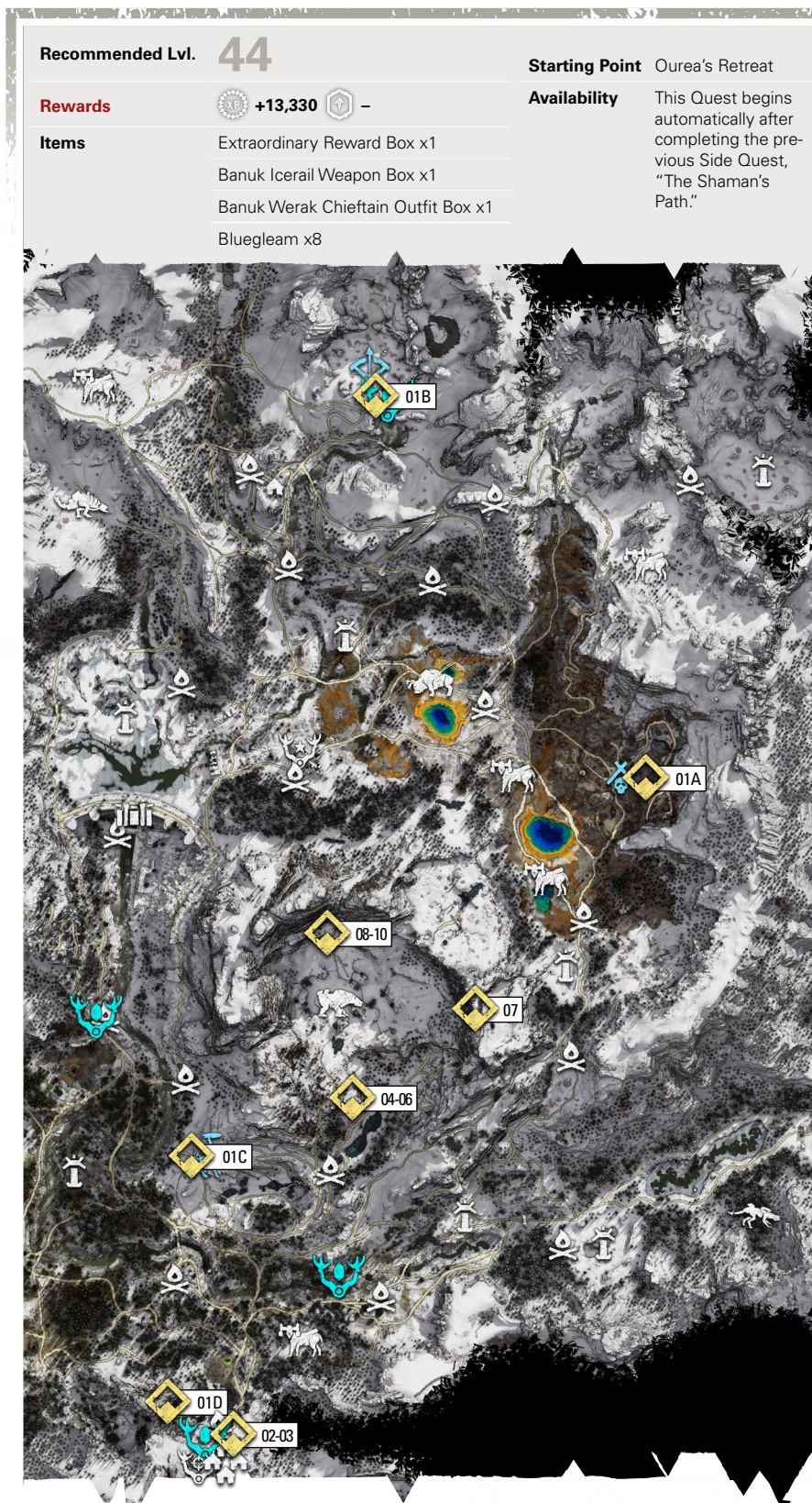
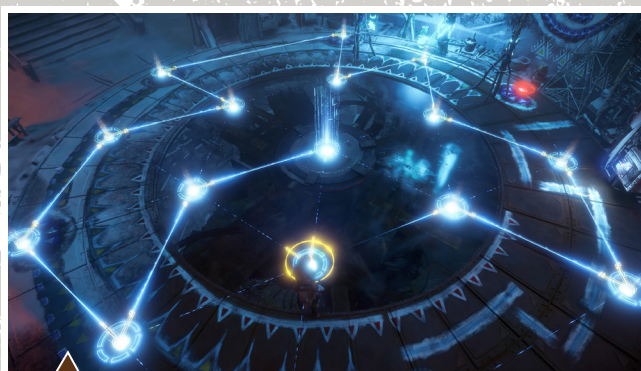


**20-24** A short distance past the entrance you'll meet Ourea, who will request your assistance with another power-rerouting puzzle. Although this puzzle is larger than the one before it, the procedure for solving it is still the same; the solution can be found in the screenshot here **1**. Restoring power to the grid will temporarily reactivate the captive AI, CYAN, following which Ourea will initiate a conversation with Aloy. Exhaust all of Ourea's dialogue options and when the conversation ends, take the Banuk Stormslinger Weapon Box from the table on the east side of the room to complete the quest. Be sure to bring this powerful weapon to Varga in Longnotch for an upgrade at your earliest opportunity.

OUREA'S RETREAT F3



The fourth Animal Figurine collectable is located in this room. It can be found next to the window, just to the right of where you picked up the Banuk Stormslinger Weapon Box.







### 01C: Repairing and overriding the Tallneck

Completing this objective tasks you with taking out some Scrappers and Glinthawks, along with facing a Scorching. It's well worth it however, as it uncovers the entire map of the Cut, and you'll obtain some Bluegleam along the way (see P.145 for more on the Tallneck). [→□ 1]

### 01D: Finding All Pigments for Sekuli

Purchasing the "Map—Pigments" Special Item from any of the Banuk Goods merchants in The Cut will make hunting down Sekuli's Pigments much easier. Completing all three Pigment Sets can take serious effort, but completing this task will give you a very useful sense of the Cut's geography. You'll also receive the unique "Painted Weapon Coil" as a reward.

It's possible to have already completed at least two of the assigned tasks before initiating "For the Werak"; in that case, you can make your way directly to Song's Edge and immediately challenge Aratak [→□ 2]. Otherwise, the absolute fastest way to complete this objective is to head east to the hunting ground and complete the Control Trial (Third Place or above), then Fast Travel back to Song's Edge and deal with the Tallneck if you haven't already done so. Repairing the Tallneck requires you to fight off several groups of machines and reclaim three Tallneck components carried away by scavengers, so consider upgrading the Stormslinger before you tackle this objective.



#### ENCOUNTER MAP

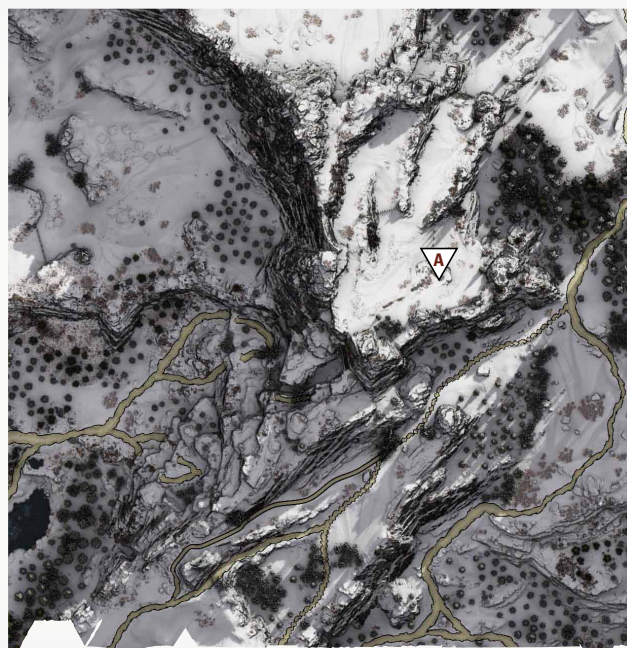
### 03-06 First Challenge (Time Limit: 07:00)

#### Enemy Group

Type	Lvl.
Watcher	10
Lancehorn	13
Longleg	13

#### Recommended Loadout

Weapon	Ammo Type
Carja War Bow	Freeze Arrows
Banuk Powershot Bow	Precision Arrow
Carja Tripcaster	Blast Wire
Carja Blast Sling	Blast Bomb



Approach Aratak to trigger a cutscene, then exhaust Ourea's dialogue and head for the Frostfigures. If you've already discovered the Campfire east of the Tallneck's location, you can Fast Travel there to speed things up. Speak to Ourea to learn the rules of the contest, then follow the Banuk markings up the cliffs ahead to the location of the first task. Keep an eye on the time limit during these challenges—each has its own unique time limit and if it expires, you'll be forced to start over from the last checkpoint. First, you must destroy a herd of Lancehorns, Longlegs and Watchers. The tall grass at **Position A** is quick and safe to reach. From there you

can set up some Blast Wires in front of you and then wait for the machines to group up (ideally with the Longleg within range) before letting loose a few Ice Arrows to detonate the Lancehorns' Freeze Canisters. The explosion will damage and Freeze most of the machines, allowing you to mop up any survivors with Blast Bombs as they approach your position [→□ 3]. When none remain, a Banuk warrior will lower a ladder granting access to the next portion of the contest.



#### Time is on your side

Though these challenges are framed as a race and their time limit creates a sense of pressure, in truth, this is mostly an illusion. If followed, the strategies presented here will leave you with plenty of time to spare; don't be afraid to spend some of that leftover time looting the machines killed during the first challenge, since any remaining surplus won't transfer over to the next challenge's timer.

#### ENCOUNTER MAP

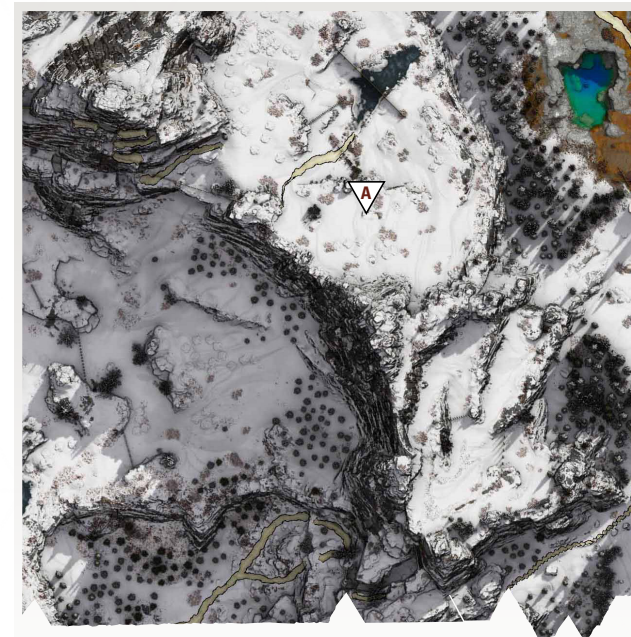
### 07 Second Challenge (Time Limit: 09:30)

#### Enemy Group

Type	Lvl.
Watcher	10
Charger	13
Daemonic Freeze Bellowback	30
Sawtooth	15

#### Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolts
Banuk Powershot Bow	Precision Arrow
Carja Tripcaster	Blast Wire
Carja Blast Sling	Sticky Bomb



Climb the ladder and launch the signal balloon, then head north to the rappel point and descend to the hillside. Your second task is to destroy two Freeze Bellowbacks wandering among a herd of other machines; only the Bellowbacks count toward the completion of this objective, and you have a little over nine minutes to destroy them and launch your balloon. After rappelling down you can simply head north west through the patches of Tall Grass and perch at **Position A**, by the Supply Crate. From here you can snipe the Bellowbacks' large Cargo Sacs with Triple Shot Precision Arrows to Freeze them (ideally with overcharged shots from the Banuk Powershot Bow). Once frozen, further volleys of Precision Arrows will finish them off very quickly [→□ 4]. Even if the other machines become alerted they will have difficulty reaching your location, though you will likely need to eliminate a couple of Watchers along the way. Once both Bellowbacks are down, climb the nearby crag and launch the signal balloon.






ENCOUNTER MAP

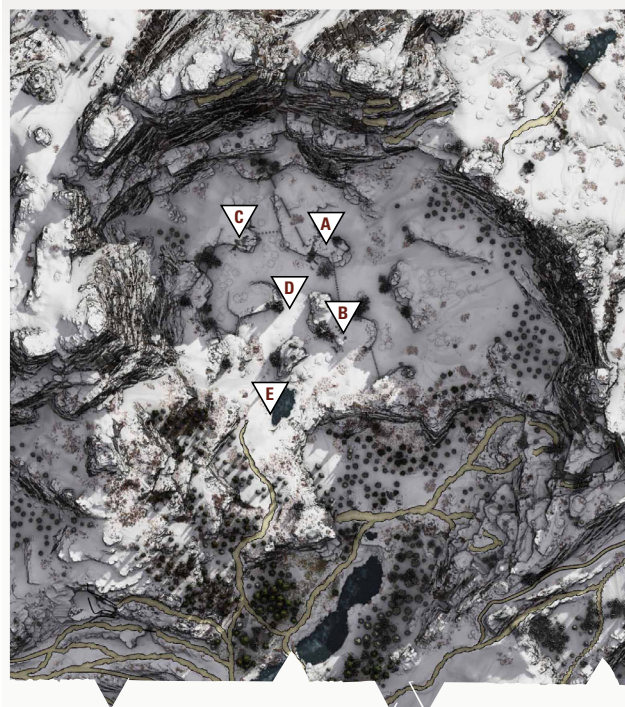
08-09 Third Challenge  
(Initial Time Limit: 05:00)

Enemy Group

Type	Lvl.
 Daemonic Frostclaw	36

Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolts
Banuk Powershot Bow	Precision Arrow
Carja Tripcaster	Blast Wire
Carja Blast Sling	Sticky Bomb



This challenge is now a battle for survival, so the time limit is ignored and Aratak will assist you, providing a helpful diversion. The Frostclaws will detect you immediately, so breaking line of sight should be your first priority. The small tunnel entrances carved through the large rocky outcrops at **Positions A, B,** and **C** let you reset the situation when things get hectic. The tunnel entrances are lit by the blue glow of Banuk lamps and there are Slip-lines in the area that can also help put some distance between you and your targets.

When the fight begins, turn east and jump down from the large outcrop where you begin (**Position A**), then wait until the Frostclaws enter search mode, signified by their alert indicator changing from red to yellow. Stay



crouched and move south to the tunnel entrance at **Position B**. Crawl through, and exit the tunnel from the opposite end, continuing south until you reach **Position E** and the Frostclaws should soon give up the chase.

Now that things are quiet, start setting up a web of Blast Wires and Detonating Blast Traps at the chokepoint at **Position D** for the Frostclaws to trigger once you alert them [→□ 1]. It's important to stay low, as the machines are still prowling the area. When you're all set, shoot one of the Frostclaws to alert them to your presence and ready your Stormslinger or Blast Bombs!

They will converge either on the opposite end of your Blast Wires, or flanking you from around the outcrop at **Position B**. In the latter case, you'll want to quickly run directly through your Blast Wires, to force them to give chase. The resulting blast should take out at least one of the Frostclaws, with the remaining ones likely to be knocked down. You can then opt to stay and fight, or run away while setting up more Blast Wires along the way. Whenever the Frostclaws lose track of you, aim to strike from higher ground, since the Power Cells on their back can easily be sniped from above with a Shock Arrow [→□ 2].

In open combat, aim for the Freeze Sacs on the Frostclaws' shoulders and the Freeze Units on their underbellies with Blast Bombs or the Stormslinger to deal bonus



damage and disable their dangerous ice abilities. The Ropecaster can be used to incapacitate one of the Frostclaws while you focus your attacks on the other. Launching Blast Bombs while trying to keep some distance between yourself and the nearest Frostclaw can be effective since you'll often hit more than one of the machines with each shot, as well as possibly destroying their components or staggering them. Once one of the machines enters a frozen state, always switch to Precision Arrows or the Rattler's Metal Bolts to maximize your damage output.

10 When both Frostclaws have been defeated, the quest is complete and Aloy assumes control of the Werak. Be sure to return to Song's Edge and stock up on ammunition, recovery items and any new equipment you might want before proceeding with the next Side Quest, "Firebreak."



# FIREBREAK

OBJECTIVES OVERVIEW

- Go to Longnotch
- Talk to Aratak (Optional)
- Talk to Ourea
- Reach the Cauldron Door
- Reach the Cauldron Door through the Tower
  - I: Take Aratak's Path directly to the Tower
  - II: Take Ourea's Path up to the Tower
- Activate the Console
- Watch the Hologram
- Reach the Cauldron Door
- Kill machines around the Cauldron Door
- Override the Cauldron Door
- Kill the Daemonic Thunderjaw
- Override the Cauldron Door

Recommended Lvl. 50

Rewards

+16,670

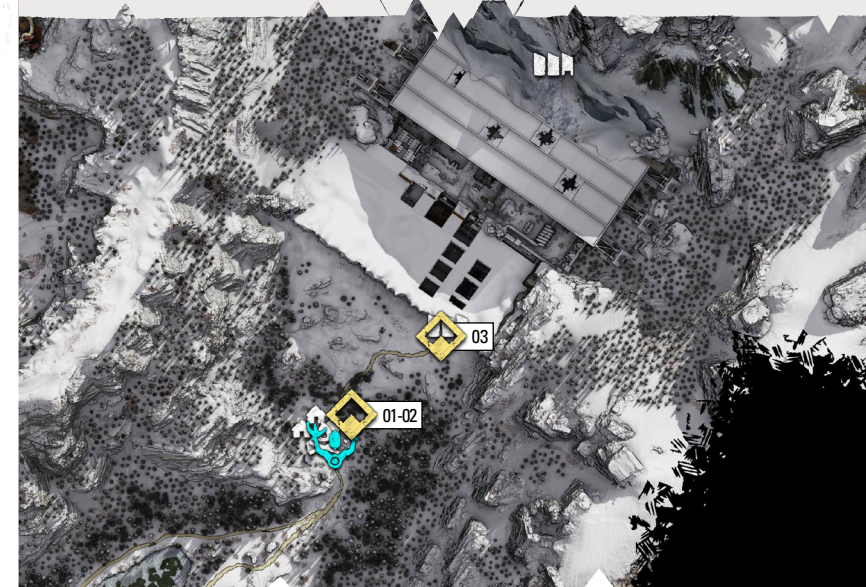
Items

Extraordinary Reward Box x1  
Bluegleam x3

Starting Point Longnotch

Availability

Begins automatically after completing "For the Werak."



01-03 When ready, make your way east to the Banuk camp at Longnotch. If you haven't already completed Varga's quests to upgrade the Stormslinger, Forgefire and Icerail, be sure to do so before proceeding as these weapons are extremely helpful for the fierce battles that await. Additionally, remember to visit the Longnotch Merchants before speaking with Aratak and Ourea as this will be your last chance to resupply before entering the large and challenging area ahead. Aratak's dialogue is optional; to proceed, talk to Ourea at the facility entrance. After hearing all she has to say, confirm that you wish to enter the complex—do so and make your way to the far end of the chamber, then climb the handholds on the nearby lifting machine to access the stairway above.



Be sure you have enough ammo and healing items before entering Thunder's Drum.



ENCOUNTER MAP

**04** At the top you'll reach **Position A**, where you must traverse a series of handholds into the next room. If you have the Strike from Above Skill, use it to take out the Daemonic Redeye Watcher directly below the far end of the beam. If you don't have Strike From Above, you can throw a Rock over the metal barrier to distract the Watcher then climb up and across, drop down and hide behind the crate, then Silent Strike the unsuspecting machine. Locate another Watcher patrolling around the corner to the northwest and stealthily approach it when it walks away from you (a Nora Silent Hunter Outfit is helpful here). Roll if necessary to catch up with it and finish it with a Silent Strike.

Enemy Group

Type	Lvl.
Daemonic Freeze Bellowback	30
Daemonic Scrapper	17
Daemonic Watcher	17

Recommended Loadout

Weapon	Ammo Type
Shadow Blast Sling	Blast Bomb
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Improved Stormslinger	Storm Bolt



Strike From Above is the most reliable way to stealthily kill this machine, though Blast Bombs can also do the job...



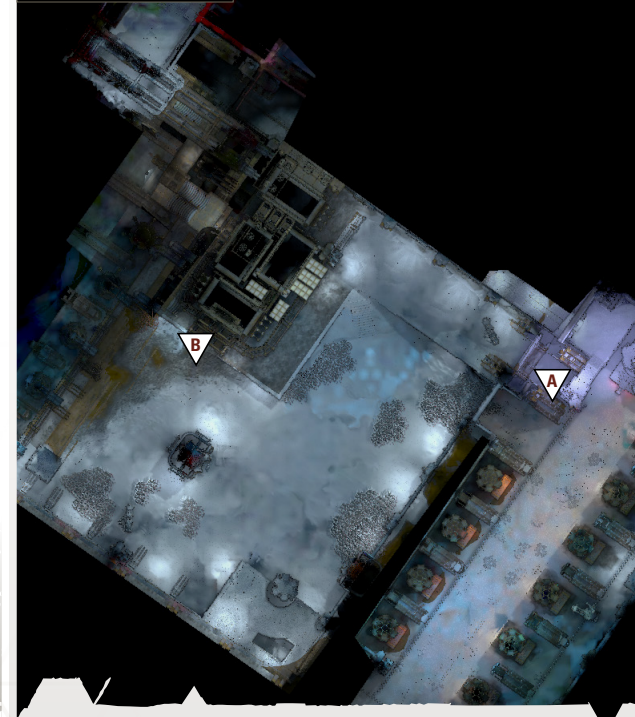
...as can a Rock thrown from here—it'll distract the Watcher long enough to get you over there unseen.

Sneak ahead to the dead-end corner of the ledge, hide behind the railing and look around to the right to identify the ladder that leads to safety. When the Bellowback has walked past your location, jump over the railing, drop to the ground and move as quickly as possible to climb the ladder at **Position B**. From up top it's safe to snipe the machines below, but do not attempt to do so from the catwalk that circles the room to the south as it can be destroyed by the machines' ranged attacks. Make your way to the top of the stairs and you'll see a cutscene; afterward, collect the loot near the Campfire and be sure to save before you move forward.

A Choice of Routes

You may choose between two routes to the Cauldron door: a direct, combat-oriented advance through two Daemonic Scorchers and a Daemonic Behemoth, or a stealthy route through a group of Daemonic Scrappers and Stalkers. If you attempt the direct route, you'll be forced to fight on relatively open ground with little cover, following which you'll get ambushed by a Daemonic Frostclaw. The direct route leads to the Heat Sink Outfit Weave, and the stealth route takes you past a Datapoint, so you may want to clear out both. See the "Both Routes" text for more info on this process.

BATTERY FACILITY F1



ENCOUNTER MAP

**05-07** (I: Aratak's Path)

Enemy Group

Type	Lvl.
Daemonic Behemoth	40
Daemonic Scorchers	35
Daemonic Frostclaw	36

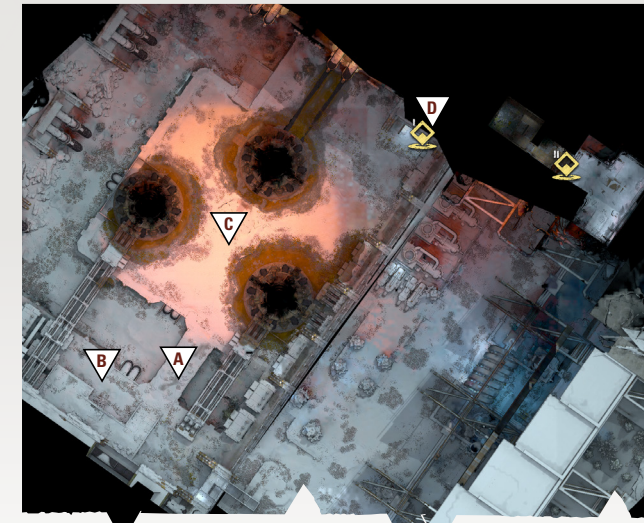
Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Improved Icerail	Icethrower, Ice Cannon
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Shadow Blast Sling	Blast Bombs

From the staircase, cover the small bridge directly in front of you (**Position A**) with Blast Wires and a few Detonating Blast Traps, working your way back to the base of the stairs. These will either kill or almost kill the Behemoth when you end up alerting the machines to your presence. Having Damage Modifications on your Tripcaster will increase your chances of killing the machine outright. Next, cover the upper railing at **Position B** with Detonating Blast Traps and ready a Triple Shot volley of Precision Arrows [→□ 1]. Use Concentration + to aim directly at the nearest Scorchers' Power Generator—the Banuk Powershot Bow really helps with this shot. This will detonate the component and stun the Scorchers, so switch to your Blast Sling or Improved Stormslinger (or use more volleys of Precision Arrows) and unload everything you've got, aiming to deal as much damage as possible. Using two Triple Shot Freeze Arrow volleys will Freeze the machine, allowing for the fastest possible kill, but this can be tricky to execute.

It takes a little while for the other machines to become fully alerted and react—by this point the Behemoth should be charging to its death across the bridge, and the other Scorchers will be about to jump up to your location. Wait for the Scorchers to get closer and then use the Slip-line to escape just as one of them jumps up to where you were sniping from and gets caught in the traps you set [→□ 2]. Now quickly run to the center of the area, where the bodies of the previous failed expedition are at **Position C**, and pick up the Ravager Cannon. Turn around and use it to finish off the weakened machines, starting with the Behemoth if it's still alive.

Your objective is behind the doorway at **Position D**, but



there's also a Frostclaw there, waiting in ambush for you. Set up traps and Blast Wires in front of the doorway, but don't get too close (within 25m) or you'll trigger the door to open. With enough traps you'll kill the Frostclaw outright, otherwise you'll need to finish it off with Blast Bombs or Precision Arrows. You can also use a Mine Launcher here if you dislodged one from the Scorchers. Make sure not to miss the Heat Sink Outfit Weave before leaving the area; it's located in the Large Supply Crate right next to the Ravager Cannon.





Both Routes

If you intend to explore both routes, there are two ways to clear out all the enemies. You can clear out the stealth route first and then fire down at the Behemoth and Scorchers from the railing at **Position E** on the map below—Freeze Arrows followed up with Precision Arrows do the job well, and standing a little back from the railing will keep you fairly safe from ranged attacks [→□ 1]. You can then make your way back down to collect the loot, but remember that you'll still need to deal with the Frostclaw behind the door. Alternatively, you can clear out the combat route (Frostclaw included) then head up the stairs and take the first door on the left to emerge at what would usually be the stealth route's exit. Here, the stack of crates partially blocking the portal affords you both cover and a sniping perch (**Position F**). You can also make use of any remaining Mine Launcher ammo from here. You'll need to get the surrounding machines' attentio to lure them towards you; explosives such as Blast Bombs are an ideal way to do so.

ENCOUNTER MAP



05-07 (II: Ourea's Path)

Enemy Group

Type	Lvl.
Daemonic Watcher	17
Daemonic Longleg	23
Daemonic Scrapper	17
Daemonic Stalker	30

Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Banuk Powershot Bow	Precision Arrows
Shadow Blast Sling	Blast Bombs

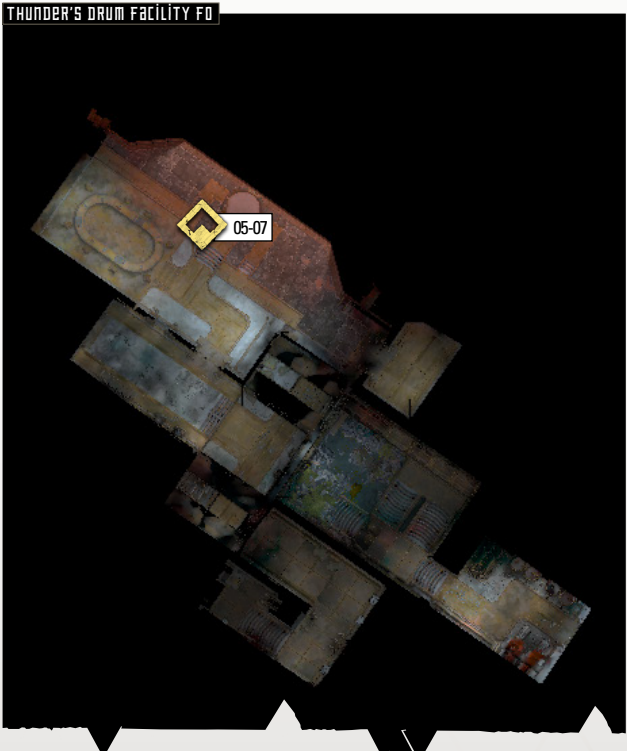
From the Campfire, sneak southeast and climb the stairway at **Position A** [→□ 2]. It is possible to avoid any confrontation with the enemies patrolling this path by wearing a Nora Silent Hunter Outfit set with Stealth Modification Weaves and moving systematically between the patches of Tall Grass scattered throughout the area. At times you will also need to use the machinery and stacks of equipment for cover as well, and you must keep a close eye on the Daemonic Scrappers, Watchers and Stalkers in the area to ensure that they aren't looking your way. From the entrance, drop to the ground, turn left and hide in the grass until the Stalker patrolling ahead of you walks away [→□ 3].

When the coast is clear, move northeast into a smaller patch of grass at the intersection (**Position B**), then continue northeast up the ramp and between the cooling



units on the raised platforms, keeping a constant eye on the room to your right to ensure that no enemies are approaching. When no machines are watching, sneak northeast to the second raised platform at **Position C** and continue using the obstacles on your right to break the patrolling enemies' line of sight. If one of the Watchers moves toward you, hide behind one of the stacks of power cells and remain hidden until it reaches your location, then finish it with a Silent Strike before it has a chance to detect you [→□ 4]. Use the railing on your right for cover as you proceed toward the far end of the platform.

When you reach the ramp at the platform's northeast corner, descend back to the ground and sneak into the large patch of grass to the east (**Position D**) as quickly




as you can (rolling while crouched allows you to move much faster without sacrificing too much stealth, especially while wearing a Nora Silent Hunter Outfit) [→□ 5]. Locate the Stalker patrolling just beyond this patch of grass and highlight its route with the Focus, then wait for it to head southeast toward the wall—when it does so, locate the Longleg patrolling in front of the exit and note which direction it is facing. If both the Stalker and the Longleg are moving away from the portal with their backs to you, it's safe to sneak into the final patch of tall grass below the exit, from which point you may climb the handholds to safety; you may also distract them with Rocks. If you want to kill all of the enemies on this route, this exit (**Position F**) is the best place from which to do so [→□ 6].





## ENCOUNTER MAP




**08-09**  Proceed into the control room and activate the Holo Projector, then exit through the southeastern door. By standing on the extreme edge of the broken platform directly below the beginning of the Slip-line at **Position A**, it is possible to reach most of the machines guarding the Cauldron entrance with ranged attacks with little danger of a counterattack [ $\rightarrow$  **1**]. The Improved Icerail's Ice Cannon and the Banuk Powershot Bow are the best tools for the job if you wish to use this strategy. If you attempt to snipe the enemies from this spot, be especially careful with your Tearblast Arrows as accidentally shooting the walls in your immediate vicinity will cause the blast to knock you into the lava. Try to snipe the Scorcher's Mine Launcher with Precision Arrows or Ice Cannon Spikes to make things easier.

If you just want to head down without sniping then it's best to remain in stealth and use the small rocks to break line of sight as you Silent Strike one machine after another until only the Scorcher remains [ $\rightarrow$  **2**]. Target the machine's Power Generator to Shock it and then



1

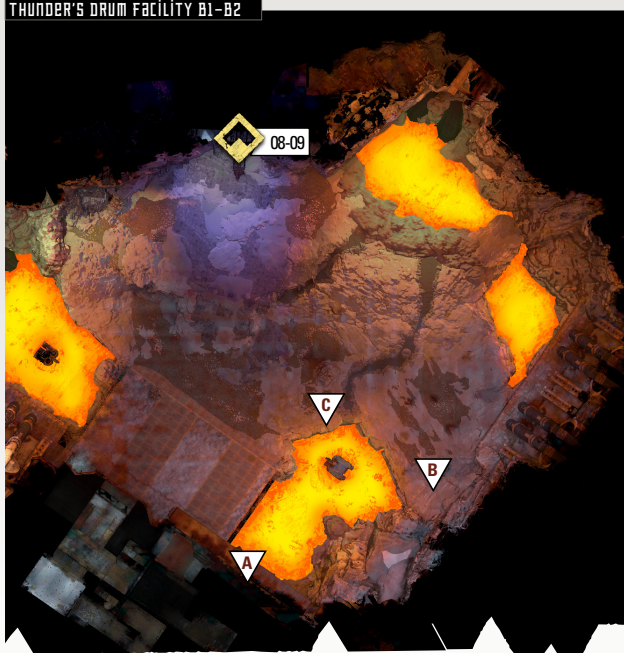
## Enemy Group

Type	Lvl.
 Daemonic Watcher	17
 Daemonic Scrapper	17
 Daemonic Scorcher	35

## Recommended Loadout

Weapon	Ammo Type
Shadow Tripcaster	Blast Wires
Improved Icerail	Icethrower, Ice Cannon
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Shadow Blast Sling	Blast Bombs

## THUNDER'S DRUM FACILITY B1-B2




2

use Freeze Arrows to compliment Aratak and Ourea's attacks and Freeze it quickly. There are two larger pieces of machinery at **Positions B** and **C** that the Scorcher can't destroy—if you get in trouble you can use these for cover while firing Triple Shot Precision Arrows to finish the job [ $\rightarrow$  **3**].



3

## ENCOUNTER MAP


**10-12**  Make your way to the two large doors directly below the control tower's observation windows. The door on the right is a shortcut back to the previous area, while the larger door on the left will release a Daemonic Thunderjaw into the room when you attempt to Override the Cauldron entrance on the opposite side of the area. There are some Medicinal Thaw Omen mushrooms scattered across this area that refill your healing pouch by 60%—pick these up in preparation for the battle ahead.

Switch back to your Shadow Tripcaster and lay as many Blast Wires as possible across the ramp around **Position A** [ $\rightarrow$  **4**]. If you dislodged the Mine Launcher from the Scorcher that previously patrolled this area,



4

## Enemy Group

Type	Lvl.
 Daemonic Thunderjaw	40

## Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Improved Icerail	Icethrower, Ice Cannon
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Shadow Blast Sling	Blast Bombs



pick it up and bring it to the Cauldron door. Switch to your Shadow Sharpshot Bow again, nock three Tearblast Arrows and attempt to Override the door, at which point the Thunderjaw will enter the room. Immediately turn around and launch your arrows at one of the Thunderjaw's Disc Launchers, then continue doing so until you've dislodged both Disc Launchers and cannons. As the Thunderjaw approaches, switch to Ice Arrows to Freeze the machine, since its health pool is so large that you'll really benefit from the additional damage. The Tearblast Arrows used to dislodge both its disc launchers and maxillary cannons will have likely removed the plating covering its Heart and Data Nexus. You can use the brief stagger period induced by freezing the machine to score some additional damage if you manage to hit either of these targets with your Precision Arrows [ $\rightarrow$  **5**].

Continue pummeling the Thunderjaw while evading its melee attacks until it falls; you won't have much cover to work with, so you'll need to pay close attention to the enormous machine's movements and be prepared to react the moment you see or hear an attack. If you still have the Scorcher's Mine Launcher, you can use it for some additional burst damage, but be ready to abandon it in order to perform a dodge roll if necessary. When you've defeated the Thunderjaw, return to the Cauldron door and Override it to enter the Forge of Winter.



# THE FORGE OF WINTER

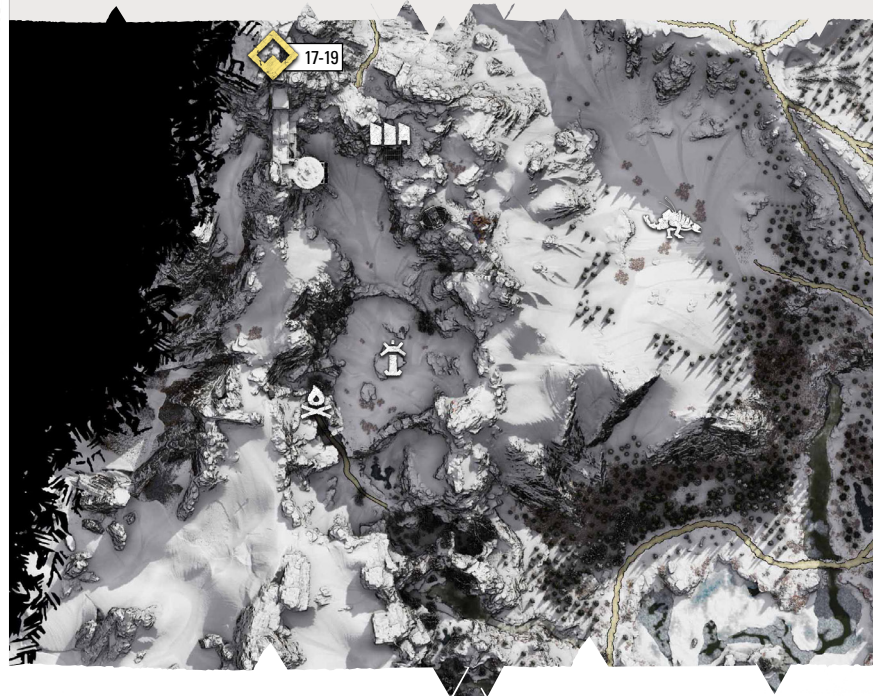
Recommended Lvl. **44****Rewards** +16,670 +1

**Items**

- Extraordinary Reward Box x1
- Bluegleam x7
- Epsilon Overrides

**Starting Point** Battery Facility

**Availability** Begins automatically after completing "Firebreak."



## OBJECTIVES OVERVIEW

- 01 Explore the Cauldron
- 02 Help Aratak and Ourea cross the Antechamber
- 03 Activate the Console
- 04 Explore the Cauldron
- 05 Help your Allies cross the Production Area
- 06 Explore the Cauldron
- 07 Activate the Console
- 08 Explore the Cauldron
- 09 Help your Allies cross the Recycling Area
- 10 Activate the Source Node
- 11 Restore CYAN
- 12 Go to the Cauldron Core
- 13 Destroy or Override the Control Tower
- 14 Kill the Fireclaw
- 15 Override the Cauldron Core
- 16 Escape the Cauldron
- 17 Return to Ourea's Retreat
- 18 Talk to CYAN
- 19 Talk to Aratak

**01** Drop from the ledge and follow the catwalks to your left, then pass through the tunnel to **Position A** overlooking a large cavern with cargo drones flying by. Descend to the ground level, eliminate the nearby Redeye Watcher and locate a set of handholds to the right of the lava jet blocking your path—use a bow to shoot the tendrils



## Enemy Group

Type	Lvl.
Daemonic Watcher	17
Daemonic Scorchers	35
Daemonic Frostclaw	36
Daemonic Shell-Walker	28

## Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Improved Icerail	Icethrower, Ice Cannon
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Shadow Blast Sling	Blast Bombs



obstructing these handholds and make your way to the ledge above, but beware of the electrified handhold partway up **[→□ 1]**. Wait for this handhold to stop arcing before you attempt to cross and when you reach the ledge, jump onto one of the passing conveyors and ride it across the lava jet. Be absolutely sure to drop from the conveyor once it reaches the ledge with blue highlights—if you hang on too long, you'll fly straight through another jet of lava **[→□ 2]**.

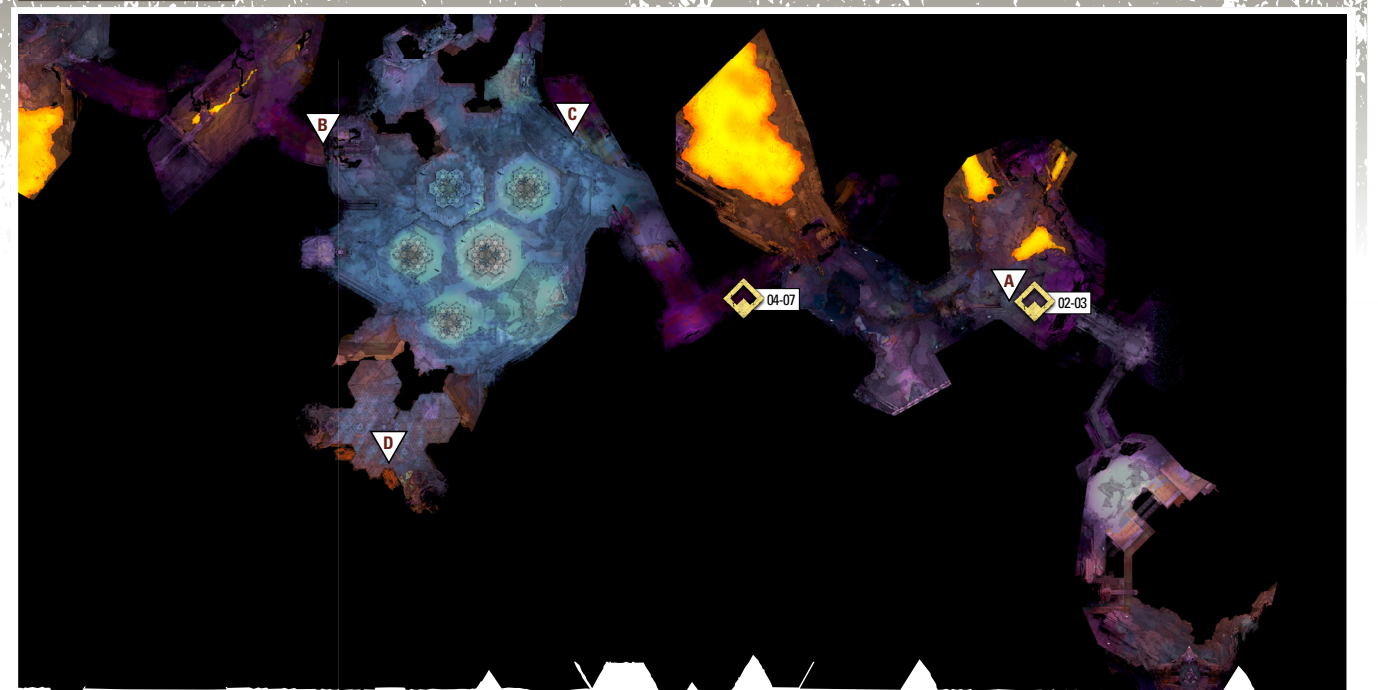
**02-03** Drop to the ground, cross the room to the south and ride the turbine up to the ledge above. Override the control node on the ledge and eliminate the Daemonic Shell-walker that emerges from the shielded tunnel below, then head towards the ledge used as a visual aid when previously riding the conveyor, on the north side of the room. Jump from this ledge onto a conveyor and ride

it across the final gap blocking the exit, then drop to the ground and Override the terminal on the bridge to enable Aratak and Ourea to cross. Once they do, they'll destroy the barrier blocking the path ahead—proceed through this corridor and Override the terminal in the next room for a message from CYAN. Continue up the ramp and through the door at the top, then drop down into the processing area.

**04-07** Your goal in this area is the sealed portal at **Position B** directly across the room from the entrance. If you wish to stealthily approach this location without fighting any of the machines patrolling the area, you must hug the wall to your right while carefully monitoring enemy movements. Follow the wall to the first bridge terminal and perform a Silent Strike on the Daemonic Redeye Watcher patrolling nearby, then Override the terminal, cross the bridge and hide in the recessed corner to your right until the Scorchers guarding the turbine to your left moves away. Ride the turbine across the gap, hide atop the ledge on the far side and when the Scorchers aren't looking, continue along the wall to a trail of handholds leading to the exit. When you reach the portal, turn around, drop down and Override the terminal.

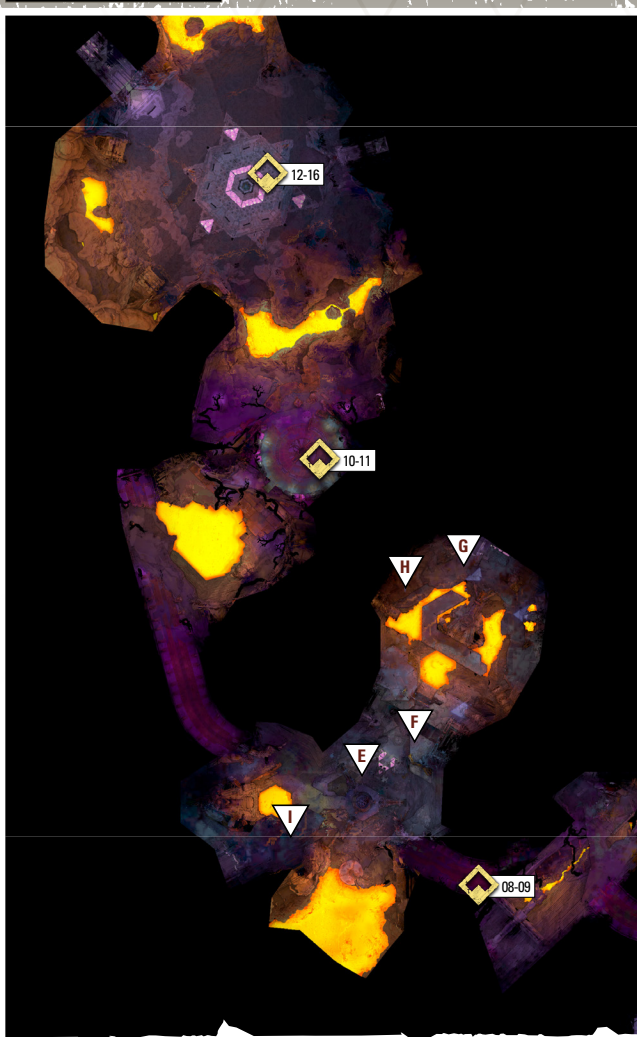
Beware that when you Override the second terminal to extend the bridge to the exit, the surrounding machines will immediately be alerted to your presence and you'll either need to fight them at a disadvantage in the open or make a run for the next area. Instead, we recommend eliminat-

## CAULDRON EPSILON PART 1





## CAULDRON EPSILON PART 2



ing the enemies in this room one at a time from a position of relative safety. There's a broken tunnel at **Position C**, northwest of the room's entrance, that you can jump up to, and there's a Large Supply Crate in the back [→□ 1]. This tunnel gives you a good vantage point from which to make your first move.

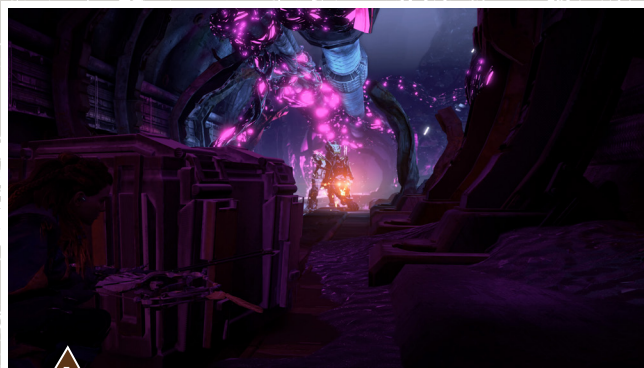
Target the nearest Scorchers' Mine Launcher with Tearblast Arrows. If the icon above its head turns red, it will likely



come to investigate the tunnel, so run to the Large Supply Box in the back of the tunnel and crouch behind it. Nock three Precision Arrows and wait for the Scorchers to jump up. Remain hidden until it turns around, then activate Concentration + and snipe its Power Generator. You can follow up with blasts from the Improved Stormslinger to quickly finish it off, or you can target it with more Precision Arrows. If you stop damaging it just before it recovers and stay crouched behind the box, it won't detect your presence and will jump back down.

Aratak and Ourea will keep the Scorchers busy down below, so you can try to aim at them from above, instantly retreating to the box if you see any red icons [→□ 2]. Just wait behind the box and watch the icons—if nothing seems to be moving towards the edge of the tunnel, you can pop back out. Having a Banuk Powershot Bow equipped with Damage Modifications helps out a lot here. If a Scorchers does enter the tunnel, switch to using Blast Bombs to finish it off [→□ 3].

Once you've eliminated the Scorchers, you may freely pick off the assortment of Watchers and Shell-Walkers remaining in the production area at your leisure, and then either head straight for the exit or make your way to the southern end of the room to obtain some extra loot. If you desire the loot, be advised that you'll need to defeat the pair of Frost-claws at **Position D**. These machines were still in production, so they have only a small portion of their usual health.



Before you Override the nearby terminal to extend two bridges across the gap, you can lay Blast Wires in front of the bridgeheads, but with such little health they can just as easily be taken down with Blast Bombs or the Stormslinger before they can pose much threat. When both are defeated, you may safely cross the gap and claim the loot on the other side. Afterward, make your way to the exit, proceed through the descending passageway beyond and Override the terminal near the large door at the bottom to hear another message from CYAN. After listening to the recording, proceed through the door and into the recycling area.



**08-09** [→□ 4] Walk along the ledge to your left and rappel down to the ground level, take out the Watcher then locate the handholds on the central pillar at **Position E**—destroy the Daemonic Tendrils and climb the handholds to the second level. Stand on the giant piston in the ground to your right and ride it up to the third level, then jump off and grab the handhold on the ledge to the northeast. Climb onto the ledge and drop off the other side, then continue along the platform to another piston. Ride this piston up to the fourth level and jump onto the ledge to the north, then turn right and jump the gap. Turn right and wait for the horizontal piston on the far side of the gap to extend—when it rises use a running jump to access the opposite ledge.

Ride the nearby vertical piston at **Position F** up to the fifth level, then use a running jump to cross the gap (or use the turbine on the wall to your left). Once on the ledge, Override the terminal then jump back across the gap to the northeast and use the handholds to pull yourself up to **Position F** again. This time drop off the ledge to the northeast and head across the rocky path to the handholds. At the far end of the path where the handholds begin, aim upward from the ground and use a bow to shoot the Daemonic Tendrils blocking the path partway up the wall. Climb up the handholds and make your way east across the three pistons protruding from the wall.

You'll need to hang onto the third piston until it retracts, then let go of it and grab onto one of the handholds directly below in order to proceed. Climb onto the ledge and cross the horizontal pistons ahead, then climb up the ramp to **Position G**. You'll need to eliminate a couple of Cauldron Watchers along the way and it's better to do so earlier than later, so take the first available opportunity to snipe them before they can knock you off the path with their projectiles. At **Position H** you'll need to jump the gap to the southeast and pull yourself up on the other side using the handhold, then follow the ledge clockwise and jump onto the piston in the wall to the southeast. When the piston retracts, jump onto the handholds to your left and pull yourself up onto the ledge.

**10-11** [→□ 4] Continue up the ledge to the top level and grab hold of one of the moving containers and ride it for a while, dropping off at **Position I** before it reaches the pink shield. Head down to the east and Override the terminal to extend the bridge for Aratak and Ourea, then proceed through the exit once they've destroyed the barrier. Proceed through the geothermal conduit to CYAN's control room, Override the central node and reroute the power on the floor grid according to the screenshot here [→□ 4]. After the cutscene, walk down the collapsed section of floor and proceed across the rock formations toward the Cauldron's core room.

## ENCOUNTER MAP

**12-16** [→□ 4] After overriding the Control Tower at **Position A** (see next page), a short cutscene will introduce you to one of the elite prototype units CYAN has warned you about: a Daemonic Fireclaw. This machine is exceptionally sturdy and features an innate resistance to Explosive damage, so both your Blast Sling and Stormslinger won't be very useful against it. Aratak and Ourea will provide backup during the encounter, but you'll also have

## Enemy Group

Type	Lvl.
Daemonic Scrapper	17
Daemonic Watcher	17
Daemonic Fireclaw	55

## Recommended Loadout

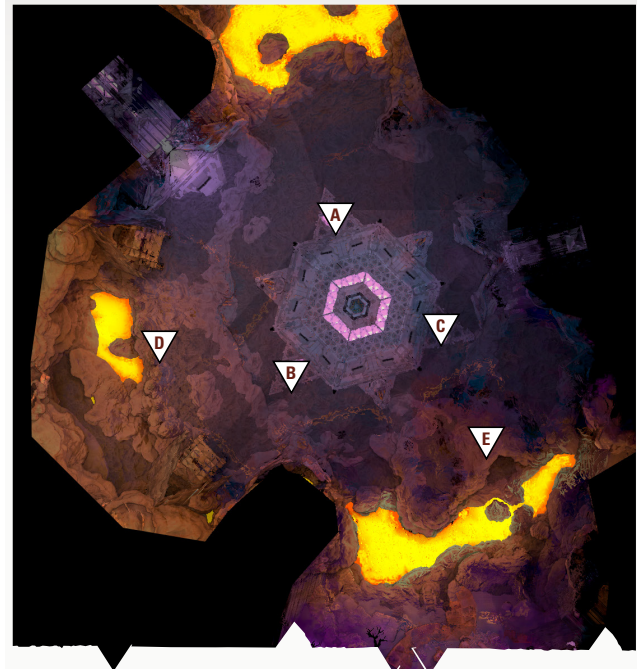
Weapon	Ammo Type
Improved Icerail	Ice Cannon, Icethrower
Banuk Powershot Bow	Precision Arrows, Tearblast Arrows
Shadow War Bow	Shock Arrows, Freeze Arrows
Shadow Ropecaster	Tie Rope (Heavy)



# WATERLOGGED

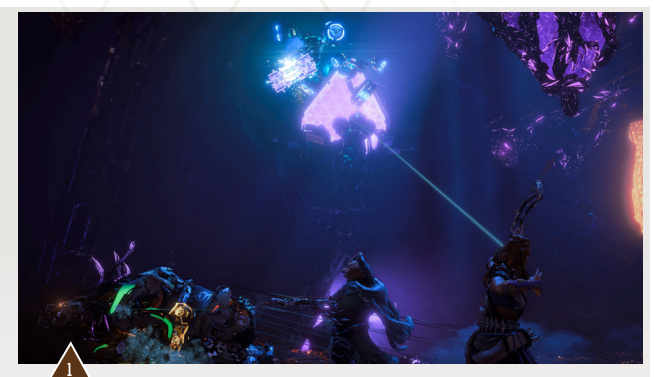
to contend with a few Daemonic Redeye Watchers and Scrappers at multiple points during the battle; it's best to let your companions handle the smaller machines, while you set your sights on the Fireclaw. See P.80 for complete details on this fearsome new machine.

The encounter takes place in a circular arena, with elevated sections at **Positions D** and **E** providing limited cover in the form of large rocks. During this battle the Fireclaw will always be aware of your presence (even when breaking line of sight), so stealth isn't a possibility here. The Cauldron Drones routinely flying overhead



carry Cooling Elements which can be detonated with well-placed Freeze Arrows; the resulting explosion has a large radius and will instantly Freeze any machine caught within it [→□ 1]. Though the duration of this frozen state is shorter than when inflicted through regular methods, it can easily be re-applied due to the endless supply of drones that appear. Making use of these to Freeze the Fireclaw is key to this strategy, since it greatly enhances the damage dealt against the machine.

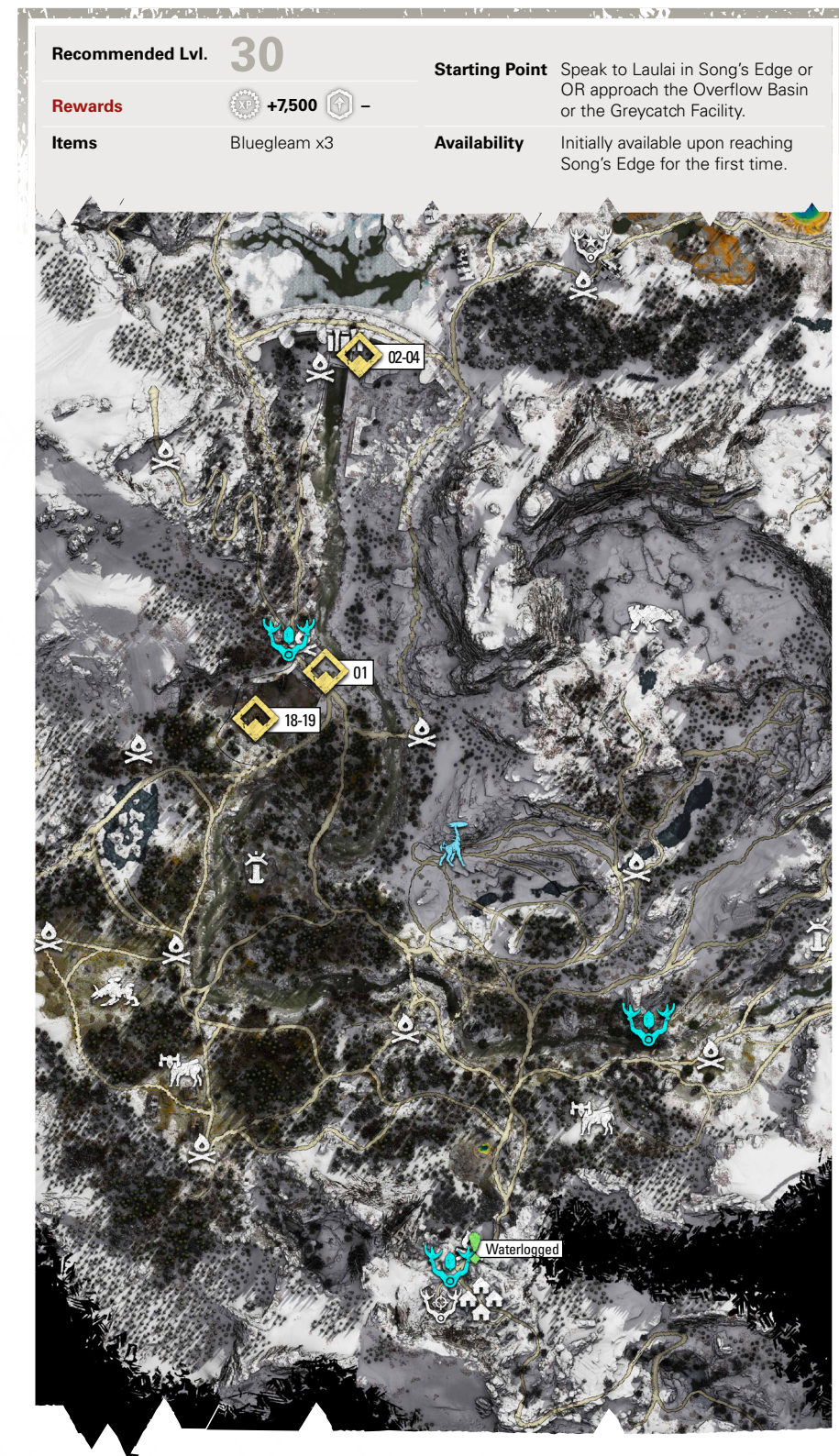
The Fireclaw will focus almost exclusively on you, so staying on the move is crucial. Dodging directly through its melee slashes at close range is by far the best way to avoid them. Focus on evading the machine while scanning for drones overhead, then use standard arrow types with Concentration + to dislodge the Cooling Elements, detonating them with Freeze Arrows when the Fireclaw is within range of their explosion radius. With the ma-



chine Frozen, immediately begin firing Triple Shot Precision Arrows, Metal Bolts or Ice Cannon Spikes directly at the Fire Unit on its torso. Both its shoulder-mounted Fire Sacs should be your next targets once the Fire Unit has been destroyed. Don't hesitate to use the Ropecaster to incapacitate the Fireclaw if you need some breathing room; the Power Cells clustered on its backside can easily be ignited with Shock Arrows for a follow-up stun (and some additional damage) once it has been tied down.


When the Fireclaw's health reaches the 40% mark, a Control Tower will emerge at **Position B**; this device both repairs and enhances the Fireclaw, so overriding or destroying it becomes your main priority. Avoid focusing on dealing damage until this has been accomplished, since the Tower grants an 85% defensive bonus to the machine. The Fireclaw will likely remain near the Control Tower until it's disabled, but attempting to immediately Override it can very often prove successful. As an alternative, **Position D** presents a good vantage point from which to snipe the Tower's core and destroy it. With that taken care of, resume dealing damage until the Fireclaw's health drops to the 20% mark, at which point another Control Tower will appear at **Position C**. The higher ground at **Position E** gives you a clear line of sight of that Tower's weak point, so you can easily destroy it from there. Keep dealing damage using the same tactics until the Fireclaw has been defeated.

**17-19** When the battle's over you'll need to escape the Cauldron. After heading for the exit, a cutscene will play, ultimately leaving Aloy alone outside, northwest of Thunder's Drum. Fast Travel to Ourea's Retreat and head to the control room. After speaking to CYAN you can advise her on how to interact with the Banuk. How you do so changes Aratak's dialogue when you meet him in "Out of the Forge" and he refers to CYAN. Once you've made your decision, head back outside and speak with Aratak. Again, you'll be prompted to make a decision, this time on how to console Aratak, following which the quest will end, and you'll receive the Epsilon Overrides.



- ### OBJECTIVES OVERVIEW
- 01 Go to the Lake
  - 02 Follow the River
  - 03 Find an Entrance
  - 04 Enter the Greycatch
  - 05 Explore the Control Room
    - Examine the Control Panel
    - Examine the Map
  - 06 Find the Source of the Shouting
  - 07 Talk to the Oseram
  - 08 Follow Gildun
  - 09 Close the First Sluice Gate
    - Find a Path to the Other Side
    - Unblock Sluice Gate
    - Lock the First Sluice Gate
  - 10 Follow Gildun
  - 11 Find a Path to the Second Sluice Gate
  - 12 Lower the Emergency Ladder
  - 13 Close the Second Sluice Gate
    - Find a Path to the Other Side
    - Look for the Counterweight
    - Get On the Counterweight
    - Lock the Second Sluice Gate
  - 14 Recover the Emitter
    - Kill the Snapmaw
    - Search the Snapmaw
  - 15 Restore Power to the Door
    - Replace the Emitter
  - 16 Go to the Storage Room
    - Find a Power Cell
    - Talk to Gildun
  - 17 Replace the Power Cell
  - 18 Go to the Overflow Basin
  - 19 Enter the Overflow Basin
  - 20 Find the Source of the Sound
  - 21 Talk to Laulai





**01-04**  Speak to Laulai in Song's Edge and she will tell you about the Deep Din, an Old World ruin north of the settlement which recently flooded, preventing her from being able to take advantage of its superior acoustics for her drumming [**→□ 2**]. Exhaust Laulai's dialogue to learn the ruin's location, then make your way north along the path to the basin. Since you'll be headed this direction to find Naltuk during "The Shaman's Path," you can save yourself a return trip by starting this Quest when you first arrive at Song's Edge and completing both objectives along the way. Fighting the Snapmaws at the basin isn't necessary; instead, avoid them and follow the river north to the Greycatch bunker at the base of the dam [**→□ 3**]. It seems that someone else has already entered the facility by force, so pass through the hole in the wall and climb the ladder to the control room.



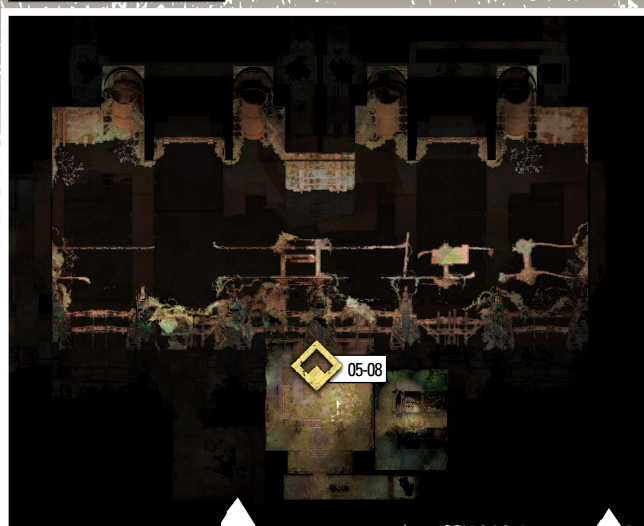
#### Figurine Collector

You'll find the Animal Figurine 2 collectable near the entrance to the Greycatch facility, on the eastern bank of the river at the base of the dam. It rests inside one of the ruined bunker's hollowed out window frames. We recommend that you grab it now, since it doesn't require any detour. [**→□ 1**]

**05-08**  Scan the schematics and the control panel with your Focus, then pass through the door in the southwest corner of the room and follow the cries for help to an Oseram delver named Gildun. Free the hapless spelunker by opening the door, then exhaust his dialogue and follow him to the first of two valves that control the floodgates. It's worth pointing out that falling into the waters raging below the rusted catwalks won't injure or kill you; Aloy will simply grab hold of a nearby ladder and climb back to safety.

**09-11**  Climb the ladder next to the valve, turn left and duck through the rusted vent in the wall on your right. Climb to the top of the ventilation shaft at the far end, proceed through the access conduit at the top and

GREYCATCH FACILITY F1




make your way down the shaft at the other end. Exit the shaft, descend the rusting steps and approach the second floodgate valve. Follow Gildun's instructions to close the gate and lock the valves, then activate the nearby emergency ladder release and descend to the lower catwalks [**→□ 4**]. Follow Gildun to the end of the path and jump onto the square platform suspended above the water by four cables [**→□ 5**]. Beware that parts of this platform will collapse as you cross them, so keep moving and leap off the other side onto the catwalk below.




GREYCATCH FACILITY F2



**12**  Turn left, hop across the metal beams, climb the ladder to the upper level, then leap across the gap toward the handhold on the end of the collapsed walkway. Climb onto the platform and release the emergency ladder so that Gildun can reach the first valve, then climb the other nearby ladder to the level above. Turn left, pass through the door and climb the ventilation shaft, then cross the blocked conduit via the vent on the left side, and descend the shaft at the far end. Squeeze through the rusted ventilation fan and head down the steps outside – the second valve control is located here, but the gate is inoperable because its counterweight has been compromised. In order to close this gate, you must climb directly onto the counterweight via the debris to the south.




**13-14**  The climbable sections of the debris are brightly marked with yellow paint, so follow this path to the uppermost platform and use the nearby Rappel Point to slide down onto the counterweight. Remain

on the counterweight until it stops moving, then jump onto the handhold hanging from the catwalk above you to the east. Operate the valve together with Gildun to close and lock the second sluice gate, at which point most of the remaining water will drain from the room to reveal a Daemonic Snapmaw. Although you'll start off in an advantageous position for sniping, beware that the splash damage from the Snapmaw's Freeze Cannon can still reach you on the catwalks. To negate this, jump to the square-shaped suspended platform directly in front of your location, and take out the Snapmaw from there. The platform will block its Freeze attacks, allowing you to safely destroy the machine using Bombs. Switch to Precision Arrow volleys if your attacks detonate its Freeze Sac component and the Snapmaw becomes frozen. Once it's been destroyed, rotate the camera west and jump into the water below.



GREYCATCH FACILITY F3

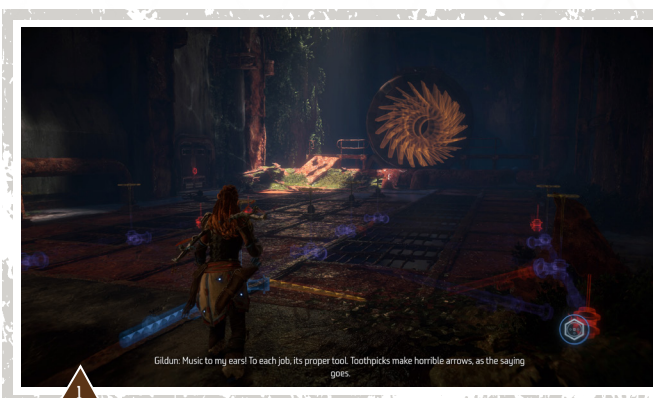


**15-17**  Loot the Snapmaw to obtain the component missing from the lock in the control room, then proceed through the door to the west and into the pump room. While this section is technically optional—it's possible to head up the stairs and enter the previously





# THE SURVIVOR



locked supply room at this point— Gildun astutely points out that this path may lead to further treasures. There’s really no reason to skip this, as you would miss out on a powerful unique weapon coil, so we highly recommend that you pursue this option.

The large room ahead contains a puzzle, where you must use the Focus to view a network of pipes beneath the floor and reroute the flow of water from the source at the north end to the turbine at the south end [→□ 1]. While a Datapoint in this room provides a cryptic hint for solving the puzzle, the precise solution can be found in the screenshot here [→□ 2]. With the turbine reactivated, exit the room through the now unlocked door, and claim the unique Drummer’s Weapon Coil from the Large Supply Crate next to the Datapoint. Climb back up the ladders and catwalks to the control room, then reinstall the newly recovered emitter and open the door. There’s a Power Cell and a Datapoint in the supply room beyond—once you have them, speak with Gildun. After replacing the Power Cell to stop the overflow, exit the facility and follow the source of the strange sound all the way back to the basin.



**18-21** Once there, you’ll notice that the waters have receded and that the entrance to Deep Din is now accessible. Your objective is to head down the ladder in the middle of the basin, so if you haven’t previously eliminated the four Daemonic Snapmaws guarding the entrance then you can either do so now, or distract them with rocks and sneak past them; if you do choose to fight, you can use the crags and ledges along the north side of the basin for cover from the Snapmaws’ ranged attacks [→□ 3]. Blast Bombs aimed at their Freeze Sacs followed by volleys of Precision Arrows or Rattler Metal Bolts when the Snapmaws are frozen works well here. When the coast is clear, descend into the Deep Din and speak with Laulai to complete the quest. You can encounter Gildun again in Song’s Edge, and again at Longnotch during “Firebreak,” where he’ll have alternate dialog if you already talked to him at Song’s Edge.

**Recommended Lvl.** 35

**Rewards** +8,750 —

**Items** Extraordinary Reward Box x1  
Bluegleam x3

**Starting Point** River crossings along the road due east of the Snowchants Hunting Ground, OR Keener’s Rock

**Availability** This Quest will automatically activate when you approach Ikrie, or after speaking with the White Teeth Chieftain at Keener’s Rock.

## OBJECTIVES OVERVIEW

- Find the Missing Hunters
- Kill the machines
- Talk to the Hunter
- Kill the machines
- Return to Ikrie
- Find Mailen
- Kill the machines
- Talk to Mailen
- Talk to the WhiteTeeth Chieftain

**01-04** You can begin the quest by talking to the Chieftain of the White Teeth Werak at Keener’s Rock or by heading to a large clearing located directly east of the Snowchants Hunting Grounds to encounter Ikrie, a lone Banuk huntress beset by Scrappers and Glinthawks. You’ll need to help her defeat them, so use the element of surprise to your advantage and pick off the Watchers, Scrappers and Lancehorns from a distance using Precision Arrows, Blast Bombs or the Improved Icerail’s Ice Cannon. A cutscene will automatically trigger once the machines have been defeated, during which you’ll officially join forces with Ikrie before being ambushed by a second wave of machines.

## Tag Team

When engaged in combat, Ikrie uses her sling to inflict Freeze build-up on any nearby machines, so use this to your advantage and focus your offense on the ones that have been frozen. You can also help speed-up the process by targeting the machines she’s aiming at with your own Freeze build-up. Frozen machines are three times more susceptible to standard (non-explosive or elemental) damage—this allows for quick kills with Precision Arrows or Ice Cannon Spikes.

This time however, you’ll be facing stronger opposition: packs of Daemonic Scrappers escorted by a few Glinthawks. Take advantage of the terrain to escape the Scrapper’s line of sight—you can sneak along the riverbed and make use of





# THE HUNTERS THREE

OBJECTIVES OVERVIEW

- 01 Talk to Burgrend
- 02 Find the Young Werak Hunters
- 03 Kill the machines
- 04 Gather a Scorchers Claw
- 05 Talk to Tatai
- 06 Meet the Young Werak at the next Encounter
- 07 Kill the machines
- 08 Gather a Stalker Sinew
- 09 Talk to Urkai
- 10 Meet the Young Werak at the Final Encounter
- 11 Kill the machines
- 12 Gather a Snapmaw Fang
- 13 Talk to Tulemak
- 14 Return to Burgrend

01-05 After completing the Side Quest "The Shaman's Path," speak with Burgrend in Song's Edge to learn about three Banuk hunters who went missing after taking out a line of credit with his shop. Exhaust Burgrend's dialogue for a lead on where the hunters might have gone, then head northeast along the road to a Campfire overlooking two Control Towers to the north. You may either speak with the hunters or simply ignore them and get to work as soon as you arrive. For a full strategy for this battle, see Control Tower 03 on P.155.

the frozen archways to block the Glinthawk's projectiles while the Scrappers remain focused on Ikrie above. Target the Glinthawk first using Fire Arrows (in tandem with both the Triple Shot and Concentration skills) to ground it. Follow this up with a few Precision or Hardpoint Arrows once it's burning and incapacitated for a quick kill. Another Glinthawk will soon make its appearance, so repeat the same strategy to take it down easily. Next, turn your attention to the Scrappers and rely on Blast Bombs or the Stormslinger to make short work of them. You can also set up some Blast Wires and Detonating Blast Traps before sniping the Scrappers and then lure them to your ambush point if they decide to give chase. After securing the area, exhaust Ikrie's dialogue and follow her north into the mountains.

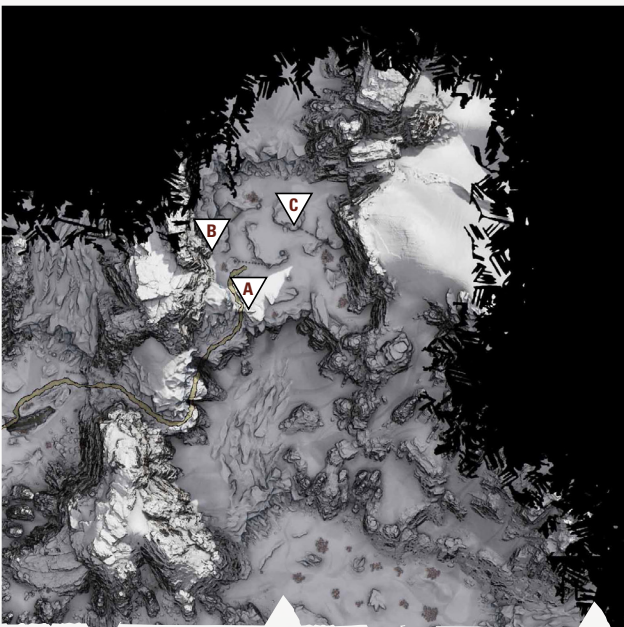
ENCOUNTER MAP

05-07 Continue along this path until you reach the top, at which point you'll see a cutscene. Afterward, you must eliminate the nearby trio of Longlegs, followed by a pack of Daemonic Scrappers, and finally a lone Daemonic Scorchers. You'll start off in a patch of Tall Grass at **Position A**, so remain hidden and target one of the Longlegs' Power Cells using a Shock Arrow; the resulting blast will stun any nearby machine, so try to wait until all three are grouped tightly together before striking. If needed, you can freely move through the patches of Tall Grass between **Positions A** and **B** to get a clearer shot. Once stunned, switch to Precision Arrows aimed at their Concussions Sacs to seal the deal; Blast Bombs or the Stormslinger can also be extremely effective when all three Longlegs are tightly clustered.

Drawn to the fresh kill, a group of Daemonic Scrappers will join the fray as soon as one of the Longlegs has been destroyed. Prioritize eliminating any that remain before focusing on the Scrappers. Making use of the various Slip-lines and patches of Tall Grass can allow you to evade pursuit and pick off the Scrappers one by one. Use Shock Arrows aimed at their Power Cells followed by a Critical Hit for a quick takedown. Ikrie will also call out any machines she's managed to Freeze, so be a team player and follow up with a well-placed Precision Arrow.

Finally, a Daemonic Scorchers will appear once all the Scrappers have been killed. Sneak your way atop the central icy outcrop at **Position C** as it patrols the area, then nock three Precision Arrows and fire them at the Scorchers' Power Generator. This will stun it, and give you a good opportunity to dislodge its Mine Launcher using Tearblast Arrows. Ikrie will likely be the Scorchers' target at this point, but if it turns its attention to you, escape using the nearby Slip-line and hide in the Tall Grass.

Enemy Group	
Type	Lvl.
Daemonic Scrapper	17
Longleg	13
Daemonic Scorchers	35
Recommended Loadout	
Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope (Heavy)
Shadow Blast Sling	Proximity Bomb, Sticky Bomb



Use your Ropecaster to quickly incapacitate it, then pick up the fallen Mine Launcher and aim your shots at the ground directly next to the immobilized machine. This will prevent the mines from bouncing off the Scorchers' body and most likely deal enough damage to destroy it. You could alternatively focus on freezing the Scorchers, helped by Ikrie's Freeze Bombs; once the beast enters a frozen state, it can be quickly laid to rest using Precision Arrows or Ice Cannons Spikes.

08 Speak to Mailen after defeating all the machines, then make your way west to the small Banuk encampment at Keener's Rock. Speak to the White Teeth Chieftain and choose any of the three dialogue options to complete the Quest. You can talk to Mailen once again to get some closure, and her dialog is based on how you left things with the Chieftain.







# FRONTIER JUSTICE



## Figurine Collector

If you follow the road from Song's Edge to the hunters' location you'll pass under a large ancient archway just before you arrive. On the left side there's an opening with a Animal Figurine 6 inside. [→□ 1]

Before you attack any of the enemies in the area, prioritize destroying the Control Towers at range with Precision Arrows (if you haven't already done so before starting this quest), then lure the Daemonic Scorchers away from the other enemies and tie it down with your Shadow Ropecaster while the three Banuk hunters deal with the Daemonic Longlegs. Use Tearblast Arrows to remove its Mine Launcher and then destroy its Power Cell using triple Precision Arrows or a shot from the Improved Icerail's Ice Cannon. Loot the Scorchers Claw, help mop up any remaining Longlegs and speak with Tatai, then exhaust the group's dialogue and head north to meet them at the next objective marker [→□ 2].



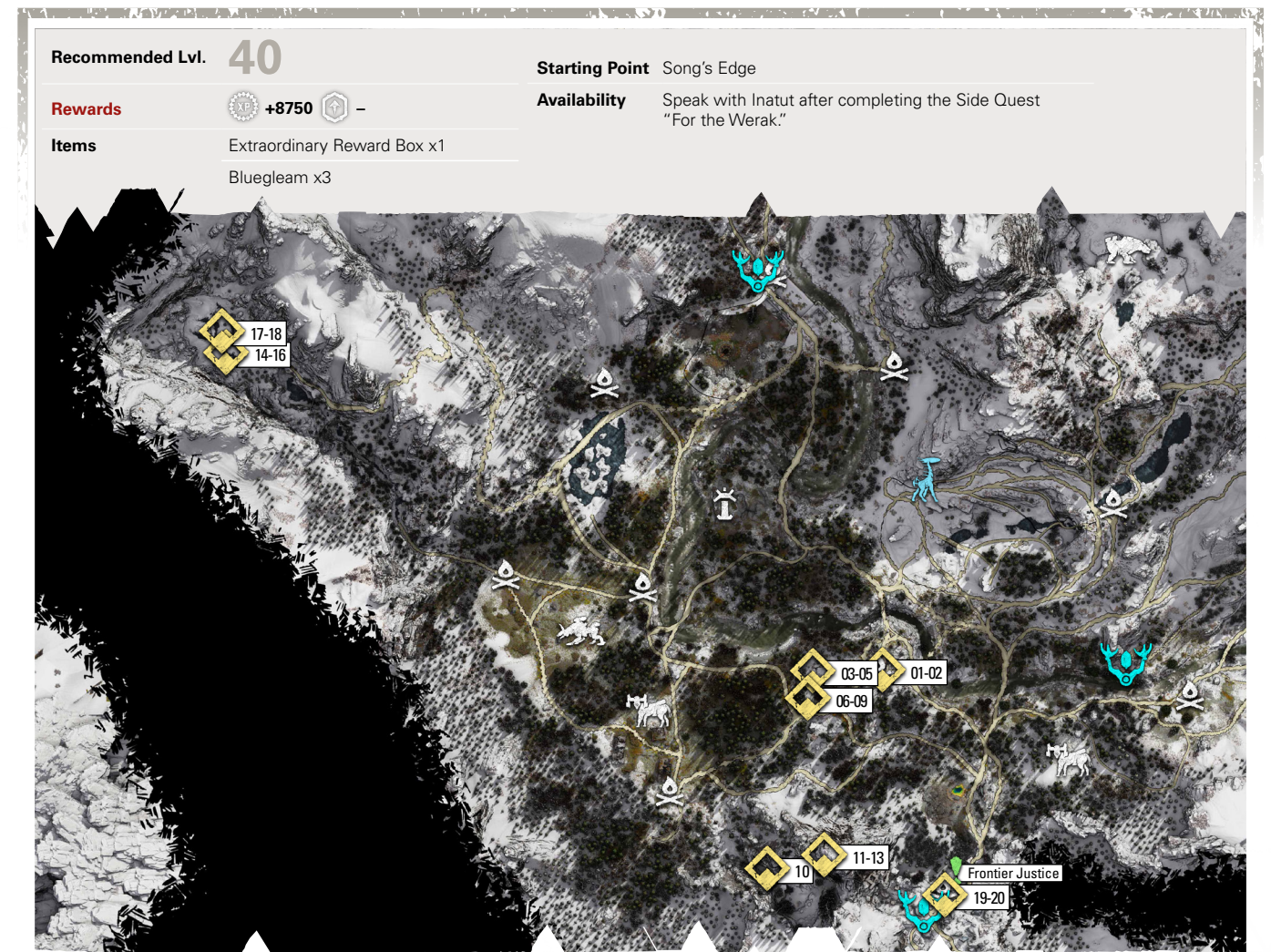
**06-09** After meeting up with the hunters again, skirt the ruined Old World building clockwise around the outer edge of the clearing until you can reach the Control Tower's vent with Precision Arrows (if you haven't de-

stroyed it beforehand). If you approach the building from the south across the river, you'll be able to destroy the Control Tower without having to engage any enemies first. With the tower gone, focus your attacks on the Daemonic Stalkers while the Banuk distract the smaller enemies (if fighting both Stalkers proves too difficult, tie one down with the Shadow Ropecaster while you deal with the other). Loot the sinew and, help clear out any remaining Daemonic Scrappers or Watchers, and collect Animal Figurine 1 from the fireplace [→□ 3]. For more help with this battle, see Control Tower 07 on P.160. Speak to Urkai and exhaust the group's dialogue before heading west to the location of the final objective.



**10-14** Perform a Quick Save at the Campfire to trigger a cutscene, then sneak forward to the shore and drop onto the ice at **Position A**. From here you can reach all three Control Towers' Cooling Vents, so let the Banuk distract the nearby machines while you eliminate the towers (if you haven't already disabled them prior to starting this quest). You must destroy every last machine in the area in order to complete this objective, so rejoin the hunters as they clear out the nearby Daemonic Longlegs, then follow or lead them around the reservoir as you pick off the more distant Daemonic Snapmaws and claim the Fang you require. For a full strategy for this battle, see Control Tower 08 on P.161.

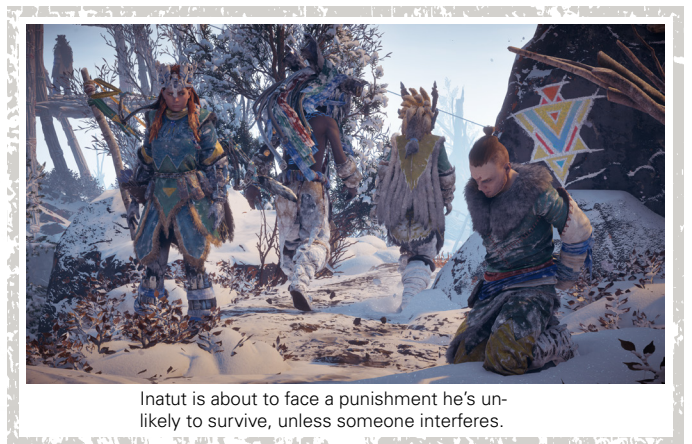
With all of the machines defeated, speak with Tulemak. The dialogue choice you make here will determine the name of the hunters' new werak: the dialogue option, "What you fight for" will result in the name, "Nukoni's Arrows;" "What you've endured" will produce "Scars of the North;" and "What you've accomplished" will yield "Shattered Hearts." Return to Song's Edge and speak with Burgrend to complete the quest. After completing the quest, the three hunters can be encountered again with Ohtur at Daytower and will have some new dialog.



## OBJECTIVES OVERVIEW

- 01 Go to the Carja Camp
- 02 Talk to the Carja
- 03 Go to the Clearing
- 04 Investigate the Clearing
- 05 Follow the Tracks
- 06 Follow the Tracks
- 07 Follow the Tracks
- 08 Investigate the Area
- 09 Explore the Area
- 10 Kill the Assassins

- 11 Talk to the Assassin
- 12 Find Proof of Inatut's Innocence
- 13 Find Gear for Inatut
- 14 Go to the Cold-Shear
- 15 Find Inatut
- 16 Talk to Inatut
- 17 Kill the machines
- 18 Talk to Inatut
- 19 Talk to Kopilai
- 20 Talk to Inatut



Inatut is about to face a punishment he's unlikely to survive, unless someone interferes.





Anutai will run towards you as soon as the battle begins...



...hit her with a Blast Bomb, followed quickly by a few more while she's knocked down.

**01-02** After completing the Side Quest “For the Werak,” return to Song’s Edge and investigate the ledge pathway directly north across the road from the Banuk Goods Merchant. You’ll see a cutscene when you reach the far end of the ledge; afterward, speak with Inatut and exhaust his dialogue to start this Quest. First, travel due north to the Carja encampment indicated on your Map and speak to Furahni. Exhaust her dialogue, then walk down the hill to the spot she describes.

**03-05** Activate the Focus and scan the area—you’ll find three signs of unusual activity. Scan and examine both the Bloodstain and the Bloodied Branch for some clues, then examine the Tree Detritus to reveal that someone approached the site through the trees. Highlight the treetop path with the Focus and follow it to a set of handholds leading up a rocky outcrop.

**06-09** Climb to the top of the outcrop and scan the area with the Focus to reveal the killer’s trail. Highlight the track and continue following it, though beware that it leads straight through a herd of Lancehorns and you’ll need to skirt the area to avoid being seen. The killer’s trail ends at a clearing, but something doesn’t seem right... scan the southeast corner with the Focus to reveal a small wooden gateway partially concealed by the surrounding rocks and debris. Move the barricade, pass through the gateway and climb the rocks at the far end of the path.

## KILLING THE KILLERS

**10** You’ll see a cutscene when you reach the top, following which you must defeat all three of the Banuk assassins below. You’ll start the battle with Anutai running towards you to engage you up close with her spear, while Naunuk and Rukul stay back and try to

snipe you. Stay where you are and aim a Blast Bomb into Anutai’s path, knocking her down—if you have Damage Modifications in your Blast Sling then firing another couple of Bombs will quickly finish her before she can get closer. Once she’s dead, Naunuk will approach with his Axe, and you can use the same tactic against him, letting him get close before firing. When only Rukul is left, he’ll stay in the elevated area to the east. Sniping with Triple Shot Precision Arrows is the quickest way to finish this battle, but be careful because his Arrows can be lethal. Blast Bombs can also be aimed at his location without exposing yourself to his shots as much, but you’ll need to aim well.



Naunuk won’t approach while you’re aiming at him...



...and once you hit him it’s easy to fire off a few more Blast Bombs while he’s recovering.

## NAUNUK, ANUTAI AND RUKUL

NAUNUK



Name	Level	HP	Additional Info
Naunuk	20	600	<ul style="list-style-type: none"> <li>Uses both ranged and melee attacks. Fires proximity grenades from a distance and switches to an Axe at close range. Melee attacks deal 150-280 per hit; if Aloy is wearing the Shield-Weaver armor, the first hit will remove the shield but deal no damage.</li> <li>Naunuk’s proximity grenades deal 300 damage and will explode at ranges under 2.5 meters.</li> <li>He takes reduced damage from headshots.</li> </ul>

ANUTAI



Name	Level	HP	Additional Info
Anutai	20	604	<ul style="list-style-type: none"> <li>Wields a Banuk Halberd and uses only melee attacks. Attacks deal 300-450 damage per hit.</li> <li>She takes reduced damage from headshots.</li> </ul>

RUKUL



Name	Level	HP	Additional Info
Rhukul	25	600	<ul style="list-style-type: none"> <li>Uses only ranged attacks with Freeze Arrows, dealing 400 damage. Unlike Aloy’s version, the damage from Rhukul’s Freeze Arrows is split evenly between the Direct and Freeze damage types.</li> <li>Takes reduced damage from headshots.</li> </ul>



Use Triple Shot Precision Arrows when Rukul pops out to quickly get rid of him.

### Recommended Loadout

Weapon	Ammo Type
Banuk Stormslinger/Improved Stormslinger	Storm Bolts
Shadow Sling	Shock Bomb, Fire Bomb
Carja Blast Sling	Blast Bomb, Sticky Bomb


**11-13** After the battle, speak with the dying assassin Rukul, then scan the area for a track and follow it up to where the killers were keeping the trophies from their kills. Take Ruwas’ headdress and the nearby pile of discarded Carja Outlander Gear, then head northwest to the Cold-Shear to rescue Inatut.

**14-16** When you reach the base of the frozen waterfall, you’ll need to look for a set of handholds to your right and climb them to a precipice, where you’ll be attacked by a flock of Glinthawks. Fight off the Glinthawks and continue upward to a snowfield, where you’ll find Inatut lying behind a rock [→□ 1]. Speak with him to trigger a cutscene, after which you will be attacked first by a wave of Scrappers, and then by two Frostclaws.







ENCOUNTER MAP

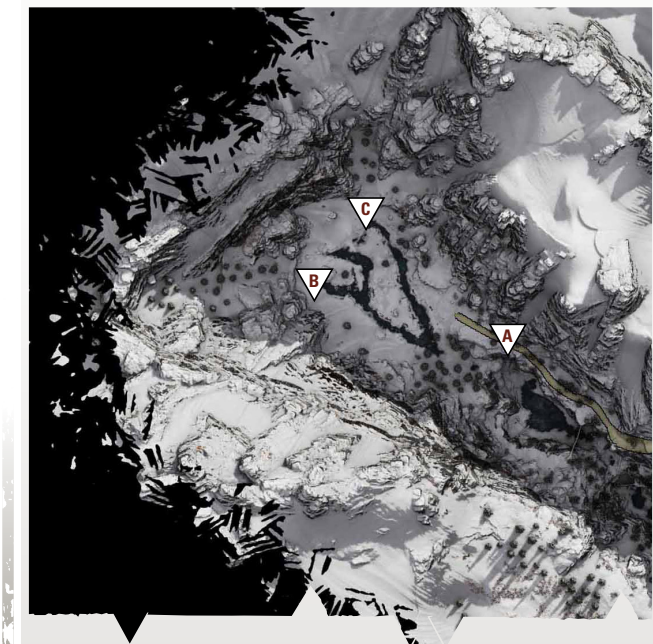
**17-18**  The Scrappers will be closing in on you from the moment the battle begins, so retreat southeast down the path to **Position A** to cause them to focus exclusively on Inatut, before using Precision Arrows to take them out. You can also use Blast Bombs or the Stormslinger to make short work of the pack, but consider saving most of your ammo to deal with the upcoming Frostclaws.

Enemy Group


Type	Lvl.
 Daemonic Frostclaw	36
 Daemonic Scrapper	17

Recommended Loadout


Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Tripcaster	Blast Wires
Shadow Ropecaster	Tie Rope (Heavy)
Shadow Blast Sling	Proximity Bomb, Sticky Bomb



The Frostclaws will enter from **Positions B** and **C** when the last Scrapper has been eliminated, so get some distance from both locations before landing the killing blow. The terrain doesn't afford many opportunities to break line of sight or remain undetected, and the Frostclaws' Ice Spikes attack can appear directly underneath your feet with little warning—use a Freeze Resist potion and equip your strongest Freeze Resist outfit.

You can focus exclusively on tying down both Frostclaws with your Ropecaster (with a few Handling mods if available) [ **1**]. The machines won't remain tied-down for long, but with both incapacitated you should have enough time to carpet the arena with Blast Wires—start close to the Frostclaws' location, and work your way back to **Position A**. Inatut will act as a distraction once they recover, at which point you should try to stay out of sight as they stumble into your traps. It's likely that some of their components will be destroyed in the process, temporarily freezing them. Capitalize with volleys of Precision Arrows, or Ice Cannon Spikes from a distance.

If the Frostclaws converge on you, use Blast Bombs to stagger them, tie them with the Ropecaster again, or retreat back to **Position A** if things get too hectic. Focus on the weakest of the two until one goes down, then aim to destroy the remaining machine's Freeze components before finishing it off with Rattler Metal Bolts or volleys of Precision Arrows. Be sure to use another Freeze Resist potion once the previous one's effects expire.

**19-20**  Return to Song's Edge and talk to Kopilai, then track down Inatut and speak with him again. Pick any dialogue option to complete the Quest and receive your reward. You can encounter Inatut again, depending on the choice made in the Flashpoint: If you chose the Aggressive option Inatut will appear before the final battle at Meridian.

If you chose the Analytical option you can encounter Inatut retelling his deeds in Song's Edge. If you chose the Compassionate option Inatut and Kopilai will appear together in Song's Edge. After completing the Quest, you can return to the Carja Camp for a final conversation with Fuhrani.





A SECRET SHARED



Recommended Lvl. 30

Rewards +5,000 -

Items Spear Modification Box x1  
Bluegleam x1

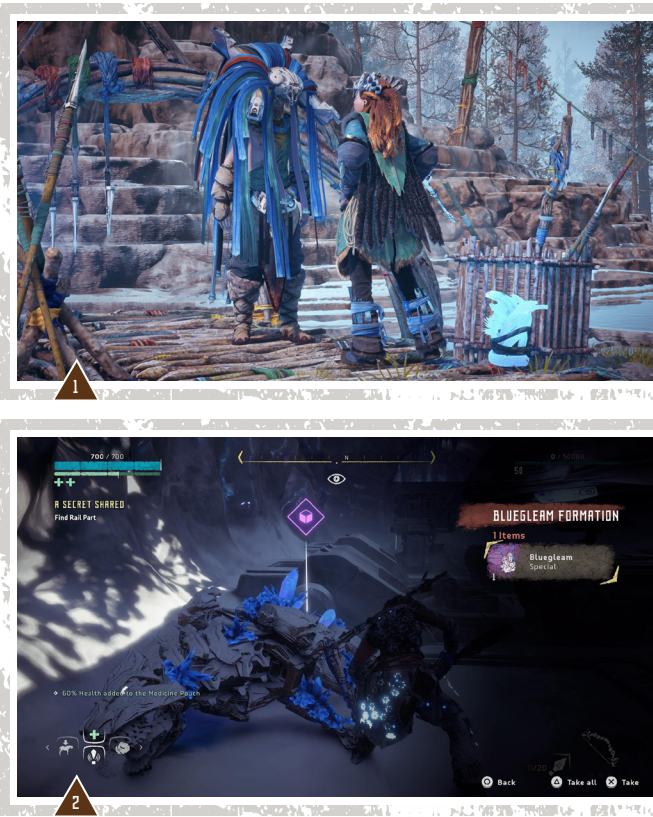
Abilities Spear Modification

Starting Point Northern border of Song's Edge

Availability Speak to Kamut at the exit to Song's Edge any time after discovering the village.

OBJECTIVES OVERVIEW	
01	Find Rail Part
02	Leave the Drone Hangar
03	Talk to Kamut

01 Speak to the shaman Kamut on the northern outskirts of Song's Edge and he will offer to help you upgrade Aloy's Spear if you can bring him the necessary materials [→ 1]. Kamut points you toward an abandoned Old World bunker far to the north, so make your way there and climb or rappel down into the Drone Hangar once you've arrived. Your presence will trigger some Stalker Mines but don't worry, it's perfectly safe to explore for the time being. Collect the Bluegleam from the Scrapper carcass, climb the ladder to the northeast and cross the handholds on the ceiling to reach the control panel for the drone transport pad [→ 2]. The pad will slide east, allowing you to climb onto the drone and jump to the door on the north side of the track – do so and scan the nearby Data-point for a hint at the lock combination. The combination is as follows: the first and third locks must be set facing right, while the center lock must be set facing down.



**Figurine Collector**  
After activating the control panel and sliding the drone pad into place, climb onto the drone, then sprint and jump off its back left tail fin to reach the broken ladder leading up to the Animal Figurine 5 collectable. [→ 3]

02-03 Proceed through the door and climb down the ladder at the end of the corridor. Crawl through the ventilation duct at the bottom of the ladder, take the Mounting Rail from the drone in the hangar. Nock three Tearblast Arrows and climb carefully onto the half-open blast doors leading back to the entrance. A Daemonic Stalker will appear in the outer section of the facility and you'll have little choice but to either fight or sprint past it in order to reach the exit. Perching on the blast door, snipe the Stalker's Dart Gun with your Tearblast Arrows in order to disable its only ranged attack and render it unable to



retaliate. Finish it off, exit the facility and return to Song's Edge, then speak with Kamut again to complete the quest. For all the details regarding your newly upgraded spear, go to Page 51.



GEARED UP: FORGEFIRE

Recommended Lvl. 35

Rewards +5,830 -

Items Improved Forgefire x1  
Extraordinary Reward Box x1\*  
Bluegleam x1\*  
\*One-time reward for completing all three of Varga's requests.

Starting Point Longnotch

Availability Speak to Varga with a Forgefire in your inventory after clearing the Bandit Camp at Stone Yield.

OBJECTIVES OVERVIEW	
01	Gather a Bellowback Snout
02	Return to Varga

01-02 This Errand becomes accessible as soon as you clear the Stone Yield Bandit Camp, allowing you to upgrade the Forgefire very early if you eliminate the bandits before progressing any other Quests. Speak with Burgrend's daughter Varga in Longnotch to learn about her talents as a weaponsmith, then ask her about her most recent commission. If you have a Forgefire in your inventory, you'll be able to select the option to show it to Varga, at which point she will request a Bellowback Snout with which to upgrade it. While you may Fast Travel to any Bellowback Site outside The Cut in order to procure this item, the closest location of Bellowbacks is the Control Tower south of the Stone Yield Bandit Camp. Bring the Snout back to Varga and you'll receive the Improved Forgefire.

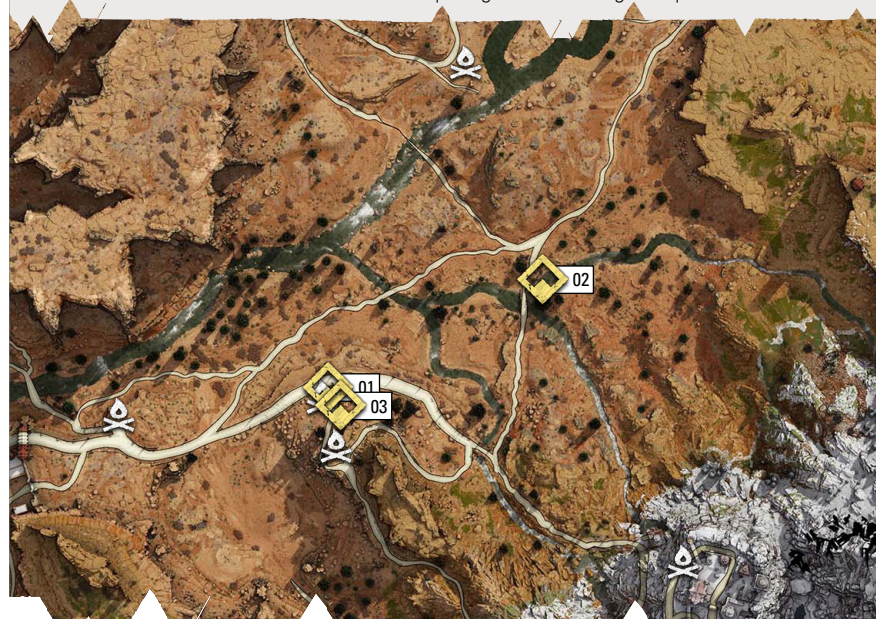


# GEARED UP: STORMSLINGER



Recommended Lvl.	35	Starting Point	Longnotch
Rewards	+5,830	Availability	Speak to Varga with a Stormslinger in your inventory after completing the Side Quest, "The Shaman's Path."
Items	Improved Stormslinger x1 Extraordinary Reward Box x1* Bluegleam x1*		

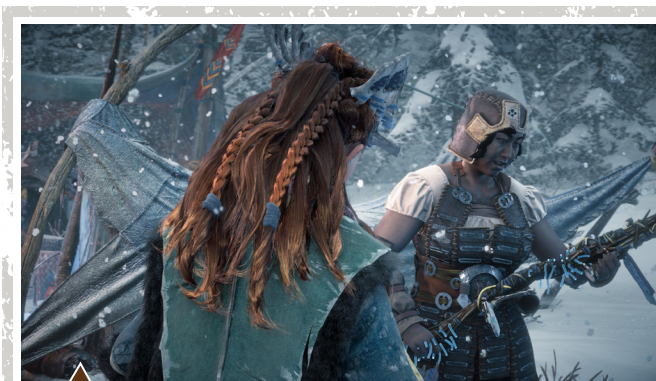
\*One-time reward for completing all three of Varga's requests.



## OBJECTIVES OVERVIEW

- 01 Meet Varga at the Stormbird Site
- 02 Gather a Stormbird Talon
- 03 Return to Varga

**01-03** After completing the Side Quest, "The Shaman's Path" and obtaining the Stormslinger from Ourea, bring the weapon to Varga in Longnotch [→□ 1]. Varga will request a Stormbird Talon which, due to the absence of Stormbirds in The Cut, must be procured elsewhere. She'll point you to the Stormbird Site near the Greatrun Hunting Ground and offer to accompany you there so that she can assist with the hunt. Make your way to Greatrun and meet up with Varga under a tree by the roadside, then locate and shoot down the Stormbird. Loot the talon, hand it over to Varga and you will receive the Improved Stormslinger.



### Daytower Gate

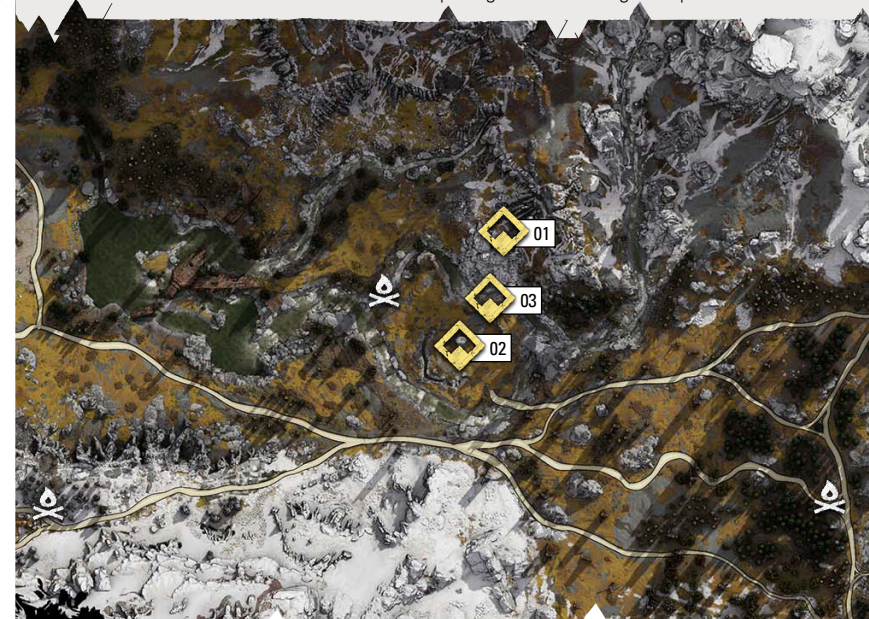
You'll need to complete the Main Quest "Revenge of the Nora" before gaining access to the lands beyond Daytower, where Stormbirds can be hunted [→□ 2]. Make sure to seek out a Stormbird Talon and return to Varga once you've progressed past this point, as the Improved Stormslinger is a massive upgrade over its predecessor.



# GEARED UP: ICERAIL

Recommended Lvl.	35	Starting Point	Longnotch
Rewards	+5,830	Availability	Speak to Varga with an Icerail in your inventory after completing the Side Quest, "For the Werak."
Items	Improved Icerail x1 Extraordinary Reward Box x1* Bluegleam x1*		

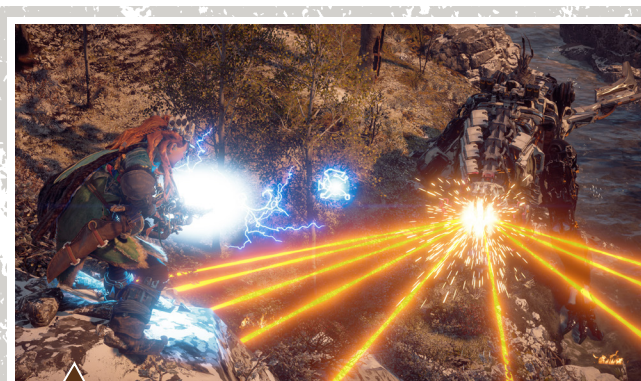
\*One-time reward for completing all three of Varga's requests.



## OBJECTIVES OVERVIEW

- 01 Meet Varga at the Thunderjaw Site
- 02 Gather a Thunderjaw Mandible
- 03 Return to Varga

**01-03** After completing the Side Quest, "For the Werak" and acquiring the Banuk Icerail, speak to Varga in Longnotch and show her the weapon to initiate this Errand. Varga will ask for a Thunderjaw Mandible and offer to help you find one. Although Varga will direct you to the Thunderjaw Site north of Hunter's Gathering, you can obtain it from a Thunderjaw at any other location instead [→□ 3]. Since Varga isn't much help in battle, you may prefer to use a more advantageous source of Thunderjaws such as the Sun Furrows Hunting Ground. Once you've acquired the mandible, return to Varga and she will upgrade your Icerail [→□ 4].

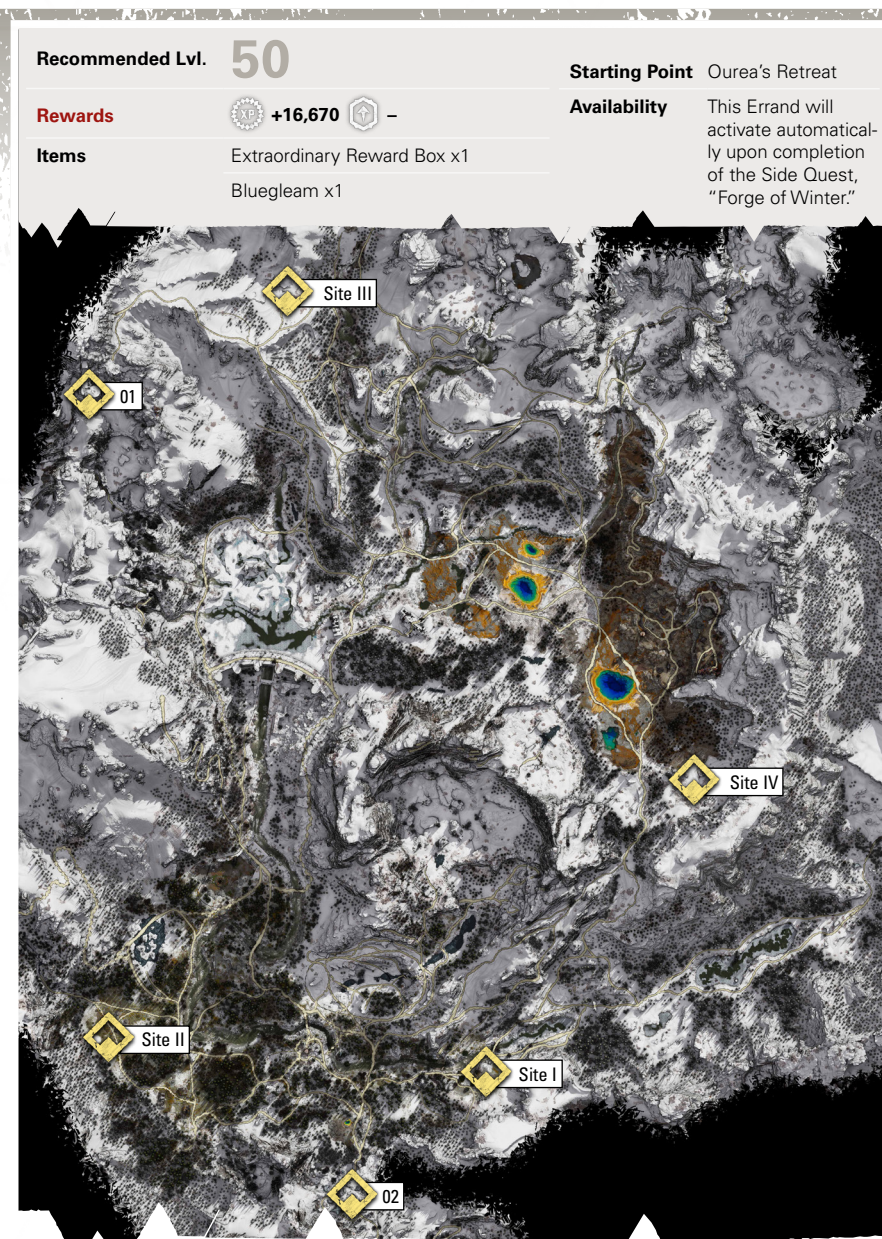


### Thunderjaw Mandible

Completing the Main Quest "Revenge of the Nora" is necessary to gain access to the lands beyond Daytower, where Varga will be waiting to assist with taking down a Thunderjaw. There's a way around this, but it's best to come prepared as it involves taking down the highly dangerous Daemonic Thunderjaw located east of Ourea's Retreat. The Improved Icerail is well worth the undertaking, so consider this alternative if you wish to remain in The Cut for the time being.



# OUT OF THE FORGE



This Errand tasks you with eliminating a total of five Fireclaws distributed throughout various sites marked on your Map. These powerful opponents will require your heaviest weapons, and acquiring the Banuk tier bows along with upgrading the Icerail before tackling the Fireclaws can help provide some additional firepower; the Shadow Ropecaster can be extremely helpful for incapacitating these ferocious



## OBJECTIVES OVERVIEW

- 01 Kill the Fireclaws - Talk to Aratak
- 02 Talk to Naltuk

machines, while Fire Resist outfits and potions can greatly increase your chances of survival. Freeze-type weapons are effective, particularly when followed up with heavy-hitting attacks like Ice Cannon Spikes, Precision Arrows or Metal Bolt salvos; destroying the Fireclaws' Fire Unit is also recommended as it will weaken them and disable their Fire Storm ability.

Each site is individually numbered on your Map (though these numbers will change if you choose a different order), with locations I-III pointing to a single Fireclaw along with a few other machines, and site IV being home to two Fireclaws: one Daemonic and the other a regular unit. Hardly a fair fight, but Aratak's presence during this battle will help even the odds. You can tackle these in any order, but all Fireclaws must be eliminated in order to complete the Errand. The Extraordinary Reward Box you're given upon completion contains what is arguably the strongest unique weapon coil in the game.

When facing single Fireclaws at Sites I-III, you'll want to make sure to remove any other nearby machines from the equation before actively engaging in combat. Using stealth and long-distance sniping is your best option, followed by a hasty retreat to reset the situation whenever your presence is detected. This is important to remember, as its quite simple to sprint away and wait for things to calm down before resuming your attack. Any non-Daemonic Fireclaw can be overridden at this stage, since you're guaranteed to have the Epsilon Override codes in your possession. This is a smart way to safely dispatch the surrounding machines, weakening the Fireclaw in the process; in the same vein, Corruption Arrows also prove quite effective. Once the Fireclaw has been isolated, refer to Page 80 for our in-depth analysis of the machine, including detailed strategies on how to take it down.

**01-02** Aratak waits on an outcrop overlooking site IV's location, biding his time before he confronts the two Fireclaws patrolling below; you may speak to him before the battle to request his assistance and again afterward for a bit of optional dialogue. Use Aloy's Focus to identify the regular Fireclaw, then sneak up to it undetected. Once close, the best strategy is to Override it and then watch both beasts duke it out from a safe distance. Learning the Combat Override + skill makes it possible to not only weaken, but outright kill the Daemonic Fireclaw using this tactic [→□ 1]. Simply sit back, and enjoy the carnage. Once a single Fireclaw remains, you'll have to take out the battle-scarred survivor by employing the same tactics used in previous encounters. If for some reason you want to tackle this duo head-on, try to keep one of them incapacitated using your Ropecaster, while helping Aratak take out the other.

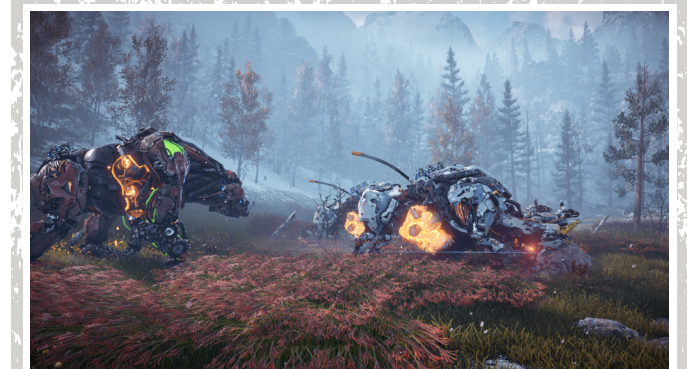
When you've defeated the last remaining Fireclaw, return to Song's Edge and speak to Naltuk; after exhausting his dialogue, bid him farewell to complete the Errand and receive your reward.

## Scorcher Surprise

Site II and III are adjacent to Scorcher sites, so scout the area first, and make sure not to engage the Fireclaw before these hellhounds have been eliminated. They won't always be present though, and it's possible to fast travel back and forth between nearby campfires to refresh the Scorcher site's current population to avoid dealing with them altogether.



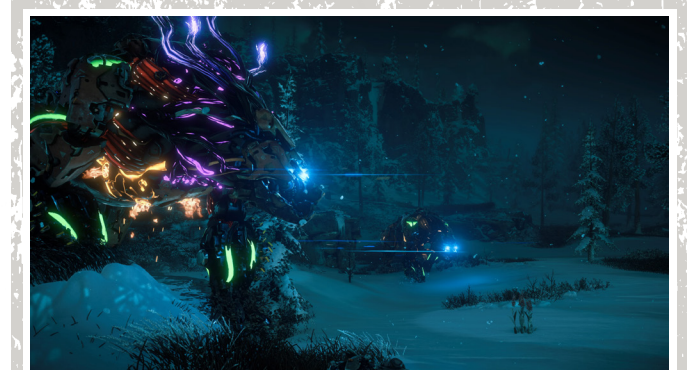
Site I: Daemonic Fireclaw with two Daemonic Scappers



Site II: Fireclaw with three Trampers



Site III: Daemonic Fireclaw with Ravager



Site IV: Fireclaw with Daemonic Fireclaw



# THE CLAWS BENEATH



Recommended Lvl. **40**

## Rewards

+13,330



## Items

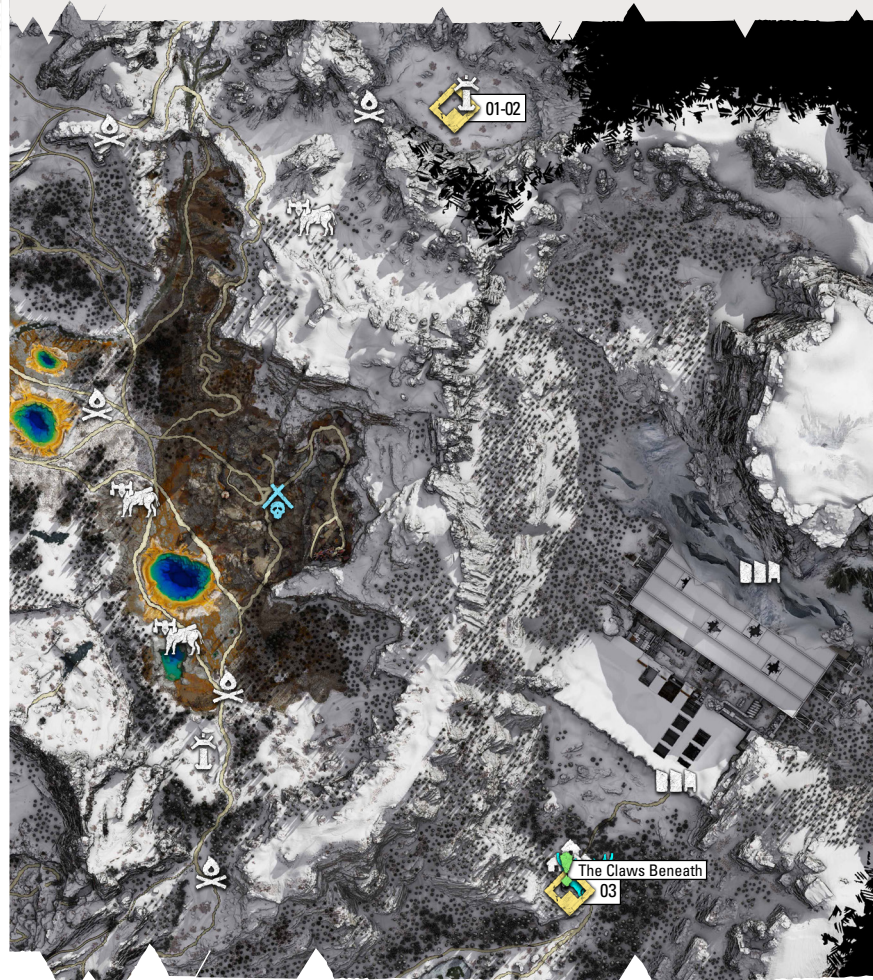
Extraordinary Reward Box x1

Bluegleam x1

Starting Point Longnotch

## Availability

This Errand becomes available after completing the Side Quest, "For the Werak."



## OBJECTIVES OVERVIEW

01 Find the Claws Beneath

02 Kill the Claws Beneath

03 Return to Umnak

- 01 Speak to Umnak in Longnotch after completing "For the Werak" and exhaust his dialogue to learn about a notorious machine known as the Claws Beneath [ $\rightarrow$  1]. Umnak wishes for you to slay this legendary opponent in his stead for the honor of his fallen friend, so make any necessary preparations at the encampment (you should already possess the upgraded Icerail, Forge-fire and Stormslinger at this point) and head for the Control Tower in the mountains directly north of Longnotch. An easy way to reach this area is to follow the winding road north of the Stone Yield Bandit Camp into the snowy mountains. The entrance to the gully where you'll find the Claws Beneath is located directly above the Campfire at its west end.



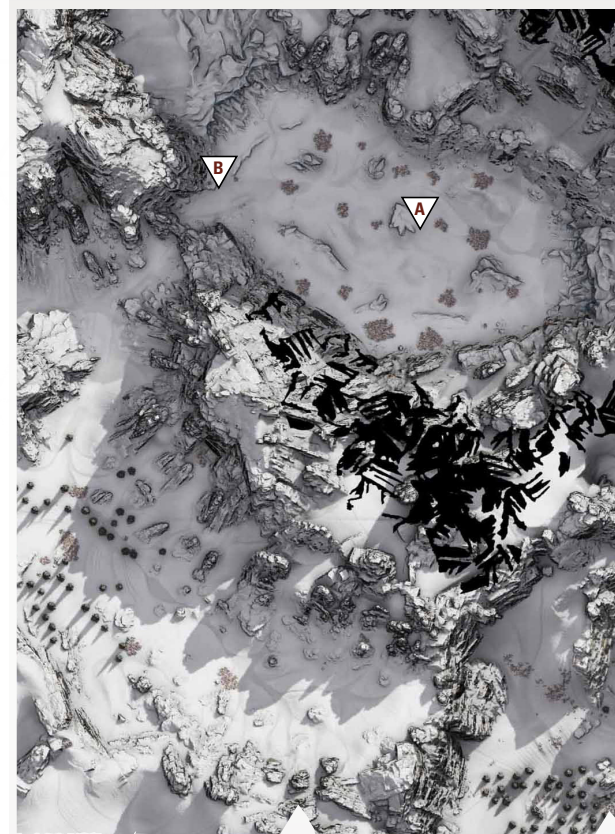
## ENCOUNTER MAP

### Enemy Group

Type	Lvl.
Daemonic Rockbreaker	40

### Recommended Loadout

Weapon	Ammo Type
Banuk Powershot Bow	Precision Arrow, Tearblast Arrow
Improved Icerail	Icethrower, Ice Cannon
Sling	Freeze Bomb
Shadow Rattler	Metal Bolts



After traversing a series of handholds, you'll arrive at the large arena in which your target dwells: the Daemonic Rockbreaker known as the Claws Beneath. A Control Tower looms in the distance at **Position A**, but we'll ignore it for the time being. Due to its unique ability to tunnel underground, the Rockbreaker is a highly mobile opponent, and unfortunately the terrain here doesn't afford you much room for cover. Trying to tackle the beast head-on can then be quite challenging, so the plan will be to cripple its mobility by removing its Digging Arms before focusing on dealing any sort of damage.

As you enter the arena, head a short distance north while hugging the cliffside until you reach the small rocky outcrop at **Position B**. This perch is just sizeable enough to stand on and provides a height advantage that negates all but one of the Rockbreaker's attacks. Tearblast Arrows will be your payload of choice, and you'll want to use the Triple Shot and Concentration skills to help dislodge all four Digging Arms at the end of its legs [ $\rightarrow$  2]. If needed, get the machine's attention by shooting the snowy ground directly ahead with an arrow, then wait for the Rockbreaker to emerge before targeting one of its Digging Arms. You'll have to repeat this process until all four of these components have been removed, scanning the machine with your Focus to highlight the ones remaining if needed.

The Rockbreaker will attempt to attack you by spewing rocks in your direction, but these can be easily avoided by rolling sideways a few times, before immediately returning to the perch at **Position B**. Once all four Digging Arms have been removed, the Rockbreaker will be unable to burrow underground, and you'll easily be able to outmaneuver it. Head for the Control Tower at **Position A**, and Override it (if you hadn't previously destroyed it) to stun the Rockbreaker. Focus on freezing the machine using Freeze Arrows, the Icerail's Icethrower, or Freeze Bombs before aiming squarely at the Exhaust Port on its lower back [ $\rightarrow$  3]. The Rockbreaker is seriously crippled at this stage, so finishing it off with Precision Arrows, Metal Bolts or Ice Cannon Spikes once it's been frozen won't be very difficult. After defeating the Claws Beneath, return to Longnotch and inform Umnak of your victory to claim your reward.

### Unique Weave

Make sure to loot the Large Supply Crate located at the base of this Control Tower, since it contains the unique Insulated Outfit Weave.





# BANDIT CAMP-STONE YIELD

Recommended Lvl.	30
Rewards	+15,000 +1
Items	Ohlgrud's Weapon Box x1
Enemy Group	
Bandit Warrior	Scanner Bandit
Bandit Slugger	Elite Bandit Archer
Bandit Marksman	Ohlgrud
Recommended Loadout	
Weapon	Ammo Type
Banuk Powershot Bow	Precision Arrow
Shadow Sling	Fire Bomb, Shock Bomb
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Banuk Stormslinger/Improved Stormslinger	Storm Bolts



entrance (if you intend to remain stealthy throughout the camp, a Nora Silent Hunter Outfit set with Stealth weaves will help immensely). Next, locate the terraced pools a short distance to the right of the gate at **Position B** and climb them to the ridge overlooking the camp—you'll be able to locate the spot by its proximity to a watchtower constructed from a severed Tallneck head [→□ 1]. From this perch, face directly east and locate the alarm, then shoot it with a Precision Arrow to disable it. If any of the other bandits investigate the Scanner Bandit's corpse at the gate, headshot them from here when they stand still.

Sneak south along the ridge to the Tall Grass at **Position C** using the terrain for cover, then snipe the Bandit Marksman in the watchtower up the hill further south. When none of the other bandits patrolling this section of the camp are looking your way, sneak south and climb the watchtower, then wait for the Scanner Bandit guarding the south gate to begin walking into the camp and headshot him when he is as far from the other bandits as possible. A Bandit Warrior directly below the tower may run over to investigate—if he does, headshot him when he stops moving; otherwise, do so when he patrols into your range. Next, look northeast and headshot the Bandit Slugger crouched on the ground by the dead Thunderjaw; finally, drop to the ground and headshot or Silent Strike the Bandit Slugger guarding the south gate.

Work your way back to the north along the outside of the camp wall and sneak through the gap in the fence at **Position D**, then hide in the patch of Tall Grass on your right and locate the Bandit Warrior and the Bandit Slugger by the campfire between the two nearby tents. Use the "Lure Call" Skill to draw one of these enemies into the grass and finish him with a Silent Strike, then do the same for the other (or simply headshot him).

The safest way to clear this large and complex Bandit Camp is to approach from the west along the road, then hide in one of the patches of Tall Grass outside the gate at **Position A** and headshot the Scanner Bandit guarding that



Sneak north into one of the patches of Tall Grass at **Position E** and use Lure Call to draw the Elite Bandit Archer standing on the nearby walkway into the grass with you, then finish her with a Silent Strike (and a followup heavy spear attack if necessary). Face directly south and wait for the Bandit Warrior to reach the end of his patrol route nearest to you, then Lure Call him into the grass and finish him with a Silent Strike.

Activate the Focus, look north and locate the Bandit Warrior, Scanner Bandit and another Elite Bandit Archer gathered around the Campfire. Hide in the small patch of Tall Grass directly below the fenced wooden platform where the first Elite Bandit Archer was perched, then peek around the corner and use Lure Call to draw one of these enemies toward you into the grass. Kill him with a Silent Strike—this will cause the other two bandits by the Campfire to begin patrolling the area. When they do, sneak into the large patch of Tall Grass next to the Campfire and use Lure Call to draw them in one by one so that you can finish them with Silent Strikes.



Return to **Position E** and take cover in the small patch of Tall Grass on the left side of the wooden gateway leading up the hill to the east. then locate the Bandit Warrior patrolling this path and wait for him to reach the end of his route nearest to you, then either draw him into the grass with Lure Call and Silent Strike him or simply headshot him where he stands. Sneak carefully up the path behind him and hide in the patch of Tall Grass near the base of the watchtower while you wait for another Bandit Warrior patrolling the area to walk by you, then Silent Strike him when he moves within range. Headshot the Bandit Marksman standing atop the tower or else climb it and Silent Strike her from behind, then continue up the path to the north and hide in the lower patch of Tall Grass.

Face east and locate the last two bandits in this area: a Bandit Warrior and a Scanner Bandit. Use Lure Call to draw whichever of them you can reach into the lower patch of grass with you (avoid the upper patch as it is too small and



exposed to be safely used for this purpose) and finish him with a Silent Strike. Finally, peek over the crest of the hill and headshot whichever of these bandits is left before you move into the boss area to face Ohlgrud.

After the cutscene, you'll begin the boss encounter crouched in a patch of Tall Grass with a Bandit Warrior and an Elite Bandit Archer patrolling a short distance away, another Elite Bandit Archer crouched in the southeast corner of the arena, a Scanner Bandit perched atop the large wooden structure to the southeast and the boss, Ohlgrud, positioned at the stairway of this same structure directly to the south. Every enemy except Ohlgrud and the Scanner Bandit can be drawn into the grass with Lure Call and eliminated with Silent Strikes; the Scanner Bandit is initially out of range of Lure Call and Ohlgrud is immune to Silent Strikes, though he is still vulnerable to the "Critical Hit" Skill. Use this strategy on as many of Ohlgrud's lackeys as possible and ignore the Scanner Bandit until you engage Ohlgrud.

Ohlgrud is vulnerable to Shock Bombs and successfully inflicting the Shock status upon him will enable you to follow up with a Critical Hit, so bombard him until he becomes incapacitated and then move in for the takedown [→□ 1]. The Scanner Bandit will make his way down to the ground level when you engage Ohlgrud but will contribute little to the fight, so focus on Ohlgrud but take any available opportunity to catch both of them in the blasts from your Shock Bombs – if you're able to stun the Scanner Bandit, finish him off with a single Critical Hit and return your attention to Ohlgrud [→□ 2].

You'll need to keep your distance and use the obstacles in the area to block his Fire Thrower and Fire Burst attacks, but the arc of your Shock Bombs enables you to lob them over most obstructions to strike Ohlgrud even without establishing line of sight. Resist Fire Potions and the Carja Blazon Outfits are extremely helpful for mitigating the damage from Ohlgrud's Forgefire, and both of these in conjunction can render him nearly harmless. Continue to Shock Ohlgrud and follow up with Critical Hits until he falls, then loot his corpse to complete your final objective and clear the camp.

# SCANNER BANDIT



## STRATEGY

Stats			
Name	Level	HP	Additional Info
Scanner Bandit	20	200	<ul style="list-style-type: none"> <li>If guarding the entrance of a Bandit Camp, Scanner Bandits will periodically perform random area scans; otherwise, they will only scan if alerted to Aloy's presence.</li> <li>If a Scanner Bandit that has already detected Aloy once with his scanner attempts to scan again, there is a chance that the scanner will malfunction and explode, killing its wearer and damaging any nearby enemies.</li> <li>The scanner unit can be shot with Shock Arrows to trigger the same type of electrical explosion as detonating a machine's Power Cell.</li> </ul>

The Scanner Bandit is a new human enemy type added to Horizon Zero Dawn in The Frozen Wilds. These unique enemies carry experimental portable scanners which function in the same way as the radar component used by Scrappers, Thunderjaws: if you're within the detection radius when one of these bandits performs a scan, you will be spotted even when concealed in Tall Grass and will have only a few moments to eliminate the Scanner Bandit before he communicates your location to his allies. You'll encounter this enemy type at the Stone Yield Bandit Camp, where they can be found guarding the camp's entrances as well as patrolling its interior.

While Scanner Bandits have a powerful means of thwarting attempts to stealthily infiltrate their stronghold, they also suffer from two important weaknesses. First, the scanner units which they carry on their backs function in the same way as the Power Cells found on many machines when struck with Shock Arrows: they will overload for a few seconds and then explode, instantly killing the wearer and inflicting Shock damage and Severity on any

units caught in the blast. Second, the scanners will randomly malfunction on their own, leading to the same type of explosion; in order for this to occur, however, the wearer must have already successfully located you at least once via a scan, and he must be within your field of view no further than 30 meters away from you when initiating the follow-up scan [→□ 3].

When a Scanner Bandit's scanner unit malfunctions or is hit by a Shock Arrow, its wearer will behave identically to a Cultist Dredger whose Blaze Tanks have been ignited by a Fire Arrow: he will run in terror toward the nearest unit regardless of that unit's affiliation, following which the scanner will explode as described above. As long as you remain concealed until your target's scanner explodes, you can use this behaviour to your advantage while clearing the Stone Yield Bandit Camp in order to eliminate groups of enemies with a single shot. Their ability to instantly detect you without direct line of sight makes Scanner Bandits high-priority targets, so be sure to get rid of them as quickly as possible to prevent them from giving away your location.





# Ohlgrud



Name	Level	HP	Additional Info
Ohlgrud	37	1000	<ul style="list-style-type: none"><li>• Uses a close- to mid-range flamethrower attack at distances under 15 meters and a long-range fireball attack. The flamethrower attack inflicts higher damage at closer range.</li><li>• Has an extended detection range and will spot Aloy at distances of up to 50 meters.</li><li>• Highly resistant to Fire and Corruption; takes only 30% damage from these attacks and any Severity buildup from the associated elements will wear off at an accelerated rate. Susceptible to Freeze and especially Shock.</li><li>• Takes reduced damage from headshots.</li><li>• Immune to Silent Strike, but still susceptible to Critical Hit when afflicted with the Shock status.</li><li>• The two glass fuel tanks and the fuel sac on Ohlgrud's back function as Blaze Canisters and can be detonated by direct hits from Fire Arrows, triggering an explosion each time.</li></ul>

## Preparation

### Recommended Loadout

Weapon	Ammo Type
Banuk Stormslinger/Improved Stormslinger	Storm Bolts
Shadow Sling	Shock Bomb
Carja Blast Sling	Blast Bomb, Sticky Bomb
Sharpshot Bow	Precision Arrow
Carja Hunter Bow	Fire Arrow

### Recommended Outfits

Outfit Type
Carja Blazon
Shield-Weaver

### Recommended Skills

Skill
Critical Hit +
Strong Strike +
Leader Strike
Concentration +
Fast Reload
Triple Shot

## Strategy

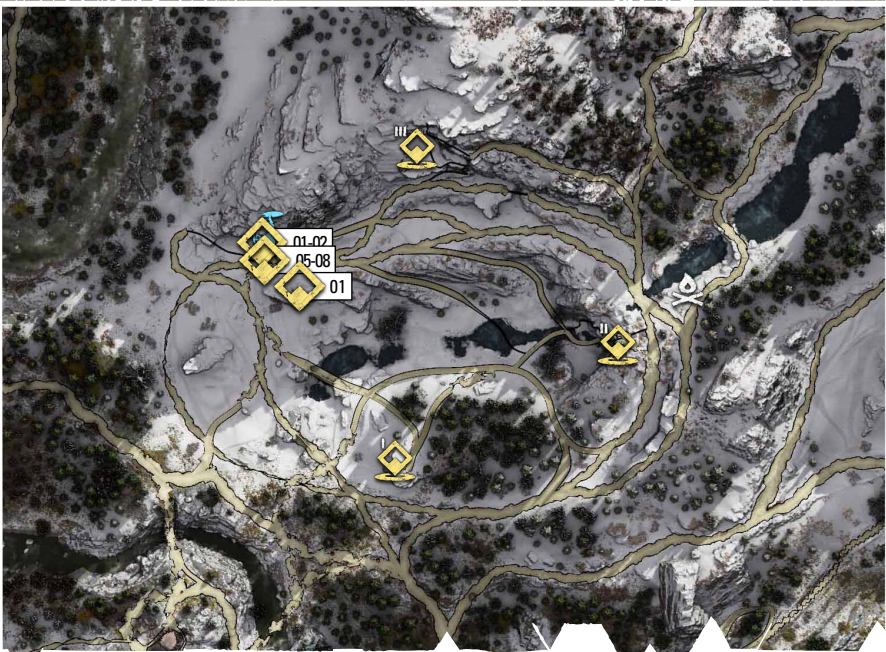
Ohlgrud is the boss of the Bandit Camp at Stone Yield, but if you clear the camp before learning his name from Varga in Longnotch, he will be identified only as “Bandit Leader” when scanned with the Focus. Ohlgrud wields Varga’s stolen Oseram Forgefire, with which he can perform a close-range flamethrower attack as well as launch a long-range fireball in a shallow arc. Following a cutscene that begins as soon as you enter the boss arena, you’ll begin the encounter crouched in a patch of Tall Grass near the gate. In addition to Ohlgrud himself, you’ll also face two Elite Bandit Archers, a Bandit Warrior and a Scanner Bandit. The Scanner Bandit is positioned on the second level of a wooden structure relatively far from your location and will do little to interfere until you’ve already made your presence known.

You can draw the Bandit Warrior into the Tall Grass using the “Lure Call” Skill and eliminate him with a Silent Strike, then lay a few Blast and/or Shock Wires across the gap between the structures in your immediate vicinity. Wait for Ohlgrud to turn his back, then activate the “Concentration +” Skill and use Fire Arrows to shoot the fuel tanks on his back as quickly as possible – the blasts should catch at least one if not both Elite Bandit Archers in their periphery, at which point you can lure Ohlgrud and any other survivors through your Tripwires to finish them off. You may also wait for Ohlgrud to stand next to one or more of the other bandits in the area and then pelt them with Shock Bombs, allowing you to kill the weaker enemies with a single Critical Hit and Ohlgrud with only one or two.

### Tactical Note

Wearing a Carja Blazon outfit augmented with Resist Fire weaves in conjunction with quaffing a Resist Fire Potion will dramatically reduce the amount of damage you’ll take from Ohlgrud’s attacks.

# Tallneck: Frostfigures



Recommended Lvl.	35
Rewards	+7,500 +1
Reveal Map	+1
Datapoint	Observer Log US-W-10
Area Revealed	“The Cut” (Entire area north of the Grave-Hoard)

### Objectives Overview

01	Approach the Tallneck
02	Kill the Scavengers
03	Scan the Tallneck for Damage
04	Find Missing Tallneck Parts <ul style="list-style-type: none"><li>• Find Tallneck Part: Stabilizer</li><li>• Find Tallneck Part: Array</li><li>• Find Tallneck Part: Actuator</li></ul>
05	Repair the Tallneck <ul style="list-style-type: none"><li>• Attach Stabilizer</li><li>• Attach Array</li><li>• Attach Actuator</li></ul>
06	Activate the Tallneck
07	Jump onto the Tallneck’s back
08	Override the Tallneck

them where they belong. The “Call Mount” Skill can be used to summon a Charger, which is helpful for distracting the Scrappers while you deal with the Glinthawks using ranged attacks. After clearing out the scavengers, activate your Focus and scan the Tallneck to learn about its missing components .

### Enemy Group

Type	Lvl.
Watcher	10
Daemonic Scrapper	17
Glinthawk	18
Scorcher	30

### Recommended Loadout

Weapon	Ammo Type
Shadow Ropecaster	Tie Rope (Heavy)
Sharpshot Bow	Precision Arrow
Banuk Striker Bow	Fire Arrows
Improved Forgefire	Fire Burster
*Mine Launcher	Explosive Mines

\*Temporary Heavy Weapon obtained from a Scorcher.

01-03 This Tallneck is located just north of Song’s Edge, but has been derelict for years and is now partially encased in ice. To make matters worse, the site is swarming with Glinthawks and Scrappers which have absconded with three of the Tallneck’s critical components: a Stabilizer, an Array and an Actuator. In order to repair the Tallneck and access its topographical data, you must retrieve these three parts and use them to replace





# SNOWCHANTS HUNTING GROUND

## CONTROL TRIAL

**04** The Actuator is held by a Glinthawk roosting on the cliff face just east of the Tallneck's location. To reach this spot, you must scale the frozen cliffside directly northeast from the Tallneck's head. A series of jumps will be required until you reach higher grounds and make visual contact with the Glinthawk pack. Stay crouched, and proceed further up until you arrive at **Position A**, sneaking behind the large rocks to avoid detection along the way. This perch provides a perfect view of your target, which can be identified by the greenish glow of its torso. Using the Triple Shot skill, let loose a volley of Fire Arrows, before quickly following up with a few Hardpoint or Precision Arrows to secure the kill. The remaining Glinthawks can be safely dispatched using the same tactic, as your positional advantage makes it impossible for them to react in a timely fashion. Carefully climb down, collect the Actuator from the carcass, and use the nearby rappel point once you're done.



able to reach you. You may also approach the cave at the same elevation, but doing so places you at a greater risk of being detected. If you wish to avoid fighting the Scorcher altogether, simply tie it down with a Ropecaster, then pick off the Scrapper and make your escape while the Scorcher is incapacitated .

The Stabilizer is carried by a Scrapper lurking in a cave beneath the road due east of the Tallneck's location. Accompanying the Scrapper is a Scorcher, an extremely dangerous enemy with the ability to launch a multitude of ranged and far-reaching melee attacks. If you wish to destroy both ma-



chines, the safest way to do so is to approach the cave from above at **Position B**, before using the nearby handholds to climb down onto the overhang at the entrance. If it's not currently in view, the Scorcher will need to be coaxed out of hiding before it can be safely taken out. Rocks won't do the trick here, so you'll first need to balance across the fallen tree trunk directly above the cave's mouth to reach the ledges located on the opposite platform. Press to drop down and latch on, then tilt the left analog stick to descend to the ledge below, before immediately climbing back up to the overhang as the Scorcher emerges **1**.

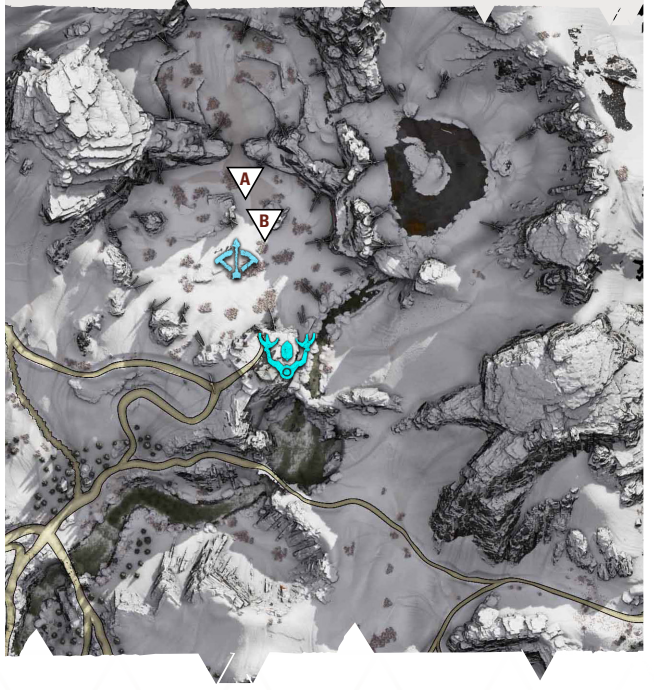
Once the machine is in your sights, unleash a volley of Precision Arrows at its Power Generator before switching to Tearblast Arrows and dislodging its Mine Launcher. You can then safely destroy it from this location, as it won't be

The Array is carried by another Scrapper on a rocky outcropping overlooking the road southeast of the Tallneck's position. Several other Scrappers patrol the area, so setting up a series of Blast Wires, Proximity Bombs or Traps through which you can lure the entire pack will help thin them out while enabling you to more easily evade their attacks. If you managed to dislodge the Mine Launcher from the Scorcher in the cave, you can use it to blanket the Scrappers' position with mines from extreme range or create minefield between yourself and your targets, though be careful not to trigger the mines yourself. With all three components in hand, return to the Tallneck and restore them to their rightful places and jumpstart the machine **2**.

**05-07** With the Tallneck operational once more, you must now scale its body to access the data node on its head. Immediately after the cutscene ends, sprint southwest toward the nearest of the jump points at **Position C** and leap onto the Tallneck's back—if you move quickly enough, you can make it before the towering machine passes the ledge. If you were too slow, don't worry, as there are four jump points scattered across the area. These can be easily identified by the nearby blue flag acting as a marker. You can either wait patiently and enjoy the scenery while the Tallneck makes its way back to your current location, or head toward another jump point to save some time. Be aware that some smaller machines can be found patrolling many of these locations, so it's best to quickly clear them out before the Tallneck circles back to you. Once onboard, hop across to the Tallneck's right side and make your way up the handholds on its neck, then Override the data nexus on its head and rappel back to the ground to receive your rewards.

**Saving Ammo**  
Once you've completed a Trial and are retrying it to get a better time, your ammo won't be replenished between attempts (unless you die during the attempt). This can cost you a lot of ammo, so it's a good idea to make a new save file before attempting them and reload it after each failed attempt. If you get short on resources, there are Supply Crates hanging from ropes high above the area that you can shoot down by aiming an arrow a little above them. Check all of the decorative logs that protrude over the arenas, as these Crates are positioned randomly once each Trial begins. You can also buy Stormslinger ammo from the hunting ground's resident Merchant.

Recommended Lvl. 18			
Rewards	Third Place	Second Place	First Place
	+2500	+2500	+2500
Complete One Trial	Third Place Box	Second Place Box	First Place Box
Complete All Trials (Once)	—	—	XP+ 10000 Skill Point +1
Complete Ikrie's Challenge	6670XP Extraordinary Reward Box x1	6670XP Extraordinary Reward Box x1	10000XP Extraordinary Reward Box x1
Complete Ikrie's Trial once (any rank)	Bluegleam x1, Extraordinary Reward Box x1		



Defeat any six small machines and one Ravager using only a Stormslinger.			
Time Limits			
First Place  0:55	Second Place  1:20	Third Place  20:00	

Enemy Group	
Type	Lvl.
Watcher	5
Redeye Watcher	10
Scrapper	8
Ravager	20

Recommended Loadout	
Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Shadow Blast Sling	Blast Bomb
Banuk Powershot Bow	Precision Arrows

This Trial requires you to destroy any combination of six of small machines in the area, as well as the single Ravager wandering among them. The Banuk Stormslinger and Improved Stormslinger are the only weapons you're allowed to use for this task, and you can't attempt it if you don't possess one of these. It's possible to achieve First Place with the standard Stormslinger, but it's much easier if you have the Improved version with some Handling Modifications.

You can use other methods to damage these machines, as long as you finish them off with the Stormslinger. With the Ravager this is especially useful, since there's a log trap at **Position A**, very near to the machine's starting position **3**.





You can wait for the Ravager to move almost in line with the bottom of the Slip-Line before descending, then sprint straight for it and try to catch it in the log trap. Now use the Concentration + and Hunter Reflexes Skills to finish it off. Alternatively, you can notch some Ice Arrows before starting the trial and aim to Freeze the Ravager as quickly as possible, then fire a few Blast Bombs at the machine before switching to the Stormslinger to finish it off. The smaller machines should be eliminated once the Ravager is out of the way, and it's best to use only the Stormslinger for this, with as much Concentration + and Hunter Reflexes use as possible in order to avoid missing any shots [→□ 1].

If using the Improved Stormslinger with handling Modifications, it's easier to clear out the smaller machines first. Wait for the machines in the Tall Grass to the east to group up and then slide down and use the Stormslinger's blast radius to kill them all easily. Two more should approach from the west, so eliminate them next. Now focus on the Ravager using revved up shots with Concentration + until it's dead. When using this method it's a good idea to protect yourself with Shock Resist Potions and Shock resistant armor.

ONSLAUGHT TRIAL

Defeat multiple waves of machines while working your way up a winding hillside path.

Time Limits

First Place 🏆 03:30 Second Place 🏆 05:00 Third Place 🏆 20:00

Enemy Group		
Type		Lvl.
👁️ Watcher		5
👁️ Redeye Watcher		10
🦾 Scrapper		7
🦵 Longleg		13
🦾 Ravager		20

Recommended Loadout	
Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Shadow Blast Sling	Blast Bomb
Banuk Powershot Bow	Precision Arrow

Before starting this Trial, be sure to stock up on ammo for your weapon of choice, as well as a supply of the raw materials required to craft them. If you're using Blast Bombs then that means a lot of Blaze and Metal Vessels. Your objective is to fight your way through nine waves of enemies as you work your way up the hillside. Each wave



contains either three smaller machines like Watchers and Scrappers, or two smaller targets and a single larger one, initially Longlegs and eventually a Ravager in the final wave. While there are no restrictions on what weapons you may use, explosive weapons can take out entire groups of small machines at once, making the Blast Sling and Stormslinger the top candidates for the job. The Blast Sling with Blast Bombs isn't as ammo-hungry as the Stormslinger, so it's the best all-round choice.

After sliding down the Slip-line, immediately face north and eliminate the Watchers by the gate, then sprint through the gate as it opens and destroy the next wave just beyond [→□ 2]. From this point onward, each new wave will advance toward you from the hillside ahead, starting with



one wave from the west and then more from the east. Run north to intercept the Longleg, then eliminate the watchers. Now head east up the pathway to meet the next wave—in order to save as much time as possible, you must actively advance toward each wave while aiming your Bombs in order to close the distance more quickly [→□ 3]. Watch for the Alert Icons of each incoming wave so that you can ascertain their locations right away. The fifth wave appears to the east, after which you'll go through a gate just as a Longleg approaches from the south through the lake ahead. You must aim directly at each machine if they're in the water, because any Bombs that hit the water will be wasted. The next waves alternate from the north and south until the arrival of the Ravager indicates that you've reached the final wave. Focus on destroying it and don't waste any time trying to dislodge its cannon [→□ 4]. Once you've defeated every remaining enemy, you can use the Slip-line beyond the gateway on the west side of the pond to quickly return to the Hunting Ground proper.



CHIEFTAIN'S TRIAL

Destroy all designated machines. Your targets in this trial are exceptionally powerful.

Time Limits

First Place 🏆 04:30 Second Place 🏆 05:30 Third Place 🏆 20:00

Enemy Group		
Type		Lvl.
🦾 Daemonic Freeze Bellowback		30
🦾 Daemonic Scorchers		35
🦾 Daemonic Frostclaw		36

Recommended Loadout	
Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Improved Icerail	Icethrower
Shadow Ropecaster	Tie Rope (Heavy)

This Trial pits you against three successive pairs of the most powerful and dangerous Daemonic machines : first two Scorchers, then two Freeze Bellowbacks, and finally two Frostclaws. Equipping Freeze resistant armor is a good idea, since if things go smoothly the Scorchers won't get a chance to attack you and the remaining machines have plenty of Freeze-based attacks. You should also bring as many healing and crafting supplies as possible, since the later battles can be quite hectic.



You can slide down and enter the Tall Grass at **Position B** without being detected. When the nearer Scorchers walks away, wait until it stops under the log trap at **Position A** and then use an arrow to spring the trap [→□ 5]. A few seconds later this Scorchers should be either dead or very close to it, and the other one should still be unaware of your presence. Finish the Scorchers off with a Triple Shot Precision Arrow volley if necessary, then wait until you get a clear shot at the other one's Power Generator. Now throw as many Sticky Bombs or Blast Bombs as you can at it and it shouldn't last very long at all [→□ 6]. Head through the gate towards your next targets.

The Bellowbacks tightly patrol the immediate vicinity inside the gate. Once again, Blast Bombs can make short work of these machines (or a Mine Launcher from one of the





Scorchers), but keep a close eye out for their melee attacks and don't underestimate them. The blasts will eventually Freeze the Bellowbacks, and when that happens switch to using Triple Shots with Precision Arrows to maximize your damage and kill them as quickly as possible. When you've defeated the Bellowbacks, head through the gate into the next section and you'll see the Frostclaws by the lake.

Dealing with the Frostclaws quickly is a similar process. Use either Blast Bombs or the Stormslinger to weaken them and destroy components until they enter the Freeze state. At this point, switch to Precision Arrow Triple Shots or Ice Cannon Spikes for major damage to finish them off [→□ 1]. Alternatively, if you have the "Balanced Aim" Skill, you can perch on one of the tightropes connected to the island in the center of the pond and rain Fire Burster blasts down on the Frostclaws with your Improved Forgefire from completely outside the reach of their melee attacks or location-tracking Freeze techniques; while this is by far the safest means of eliminating them, bear in mind that they can still reach you in this spot with their line-of-sight projectiles, so you may need to perform a sideways jump in order to dodge flying chunks of ice. After defeating both Frostclaws, you can quickly return to the center of the Hunting Ground via the Slip-line beyond the gate on the west side of the pond.







## IKRIE'S CHALLENGE

This Trial is only available from Ikrie, who will move to the Snowchants Hunting Ground after the completion of her Side Quest, "The Survivor." After completing this challenge, you can hear new dialog from Ikrie by finishing it up to three more times [→□ 2].

**Destroy all machines using only the Shadow Hunter Bow and an extremely limited supply of ammunition. Ikrie will provide assistance by launching Freeze Bombs at any enemies that enter her field of vision.**

**Time Limits**

First Place 🏆 04:30	Second Place 🏆 05:30	Third Place 🏆 20:00
---------------------	----------------------	---------------------

Enemy Group		
Type		Lvl.
	Scrapper	10
	Grazer	8
	Trampler	15
	Fire Bellowback	18
Mandatory Loadout		
Weapon		Ammo Type
Shadow Hunter Bow		Hunter Arrow x30, Fire Arrow x4, Hardpoint Arrow x25

This unique challenge requires that you defeat a multitude of increasingly powerful enemies using only the Shadow Hunter Bow and a severely limited amount of ammunition. Crafting additional arrows is forbidden, as is using melee attacks with your Spear. Your toolwheel is emptied, melee attacks are disabled and you can't access your menu. This means that you should ensure your medicine pouch is full and look out for the medicinal herbs that grow in the area. If you're having trouble with this challenge, it helps to have the Herbalist Skill to double your Medicine Pouch capacity.



During this challenge Ikrie will perch on a rock overlooking the center of the Hunting Ground and rain Freeze bombs down on any enemies that enter her field of vision, which is indicated by a large Banuk symbol on the ground. To defeat all enemies within the allotted ammunition limit, it is essential that Ikrie inflicts the Freeze status on them before you open fire; furthermore, you must make a concentrated effort to target weak points and dislodge Components in order to conserve as much ammunition as possible. This being the case, the "Concentration +" Skill is indispensable for successfully completing this challenge.

Your first targets will be a group of Scrapers. Since neither they nor any of the other machines in this challenge will move from their initial positions unless they are actively attacking you, you'll need to get their attention in order to lure them in front of Ikrie. Notch two Hardpoint Arrows and lure the Scrapers to the rocky area with the Banuk markings



on the ground, so that Ikrie will Freeze them [→□ 3]. They'll be staggered for a brief moment as they enter the frozen state, so that's a good opportunity to attack them. It's most important to make sure your shots don't miss the machine, but aim for the Radar component whenever possible.

Once the Scrapers are gone, switch to Fire Arrows and alert the Grazers. Lure them to the same location so that Ikrie can Freeze them. Use single shots with Concentration+ to detonate their blaze canisters—the explosion won't kill them, but you can finish them off with just one more arrow [→□ 4]. Take the chance to strip the machines for parts in between waves, since you won't get to do so once you kill the final machine

Your third set of targets are Trampers, and there are two ways of dealing with these large machines. You can lure them in front of Ikrie and use the rock on which she's



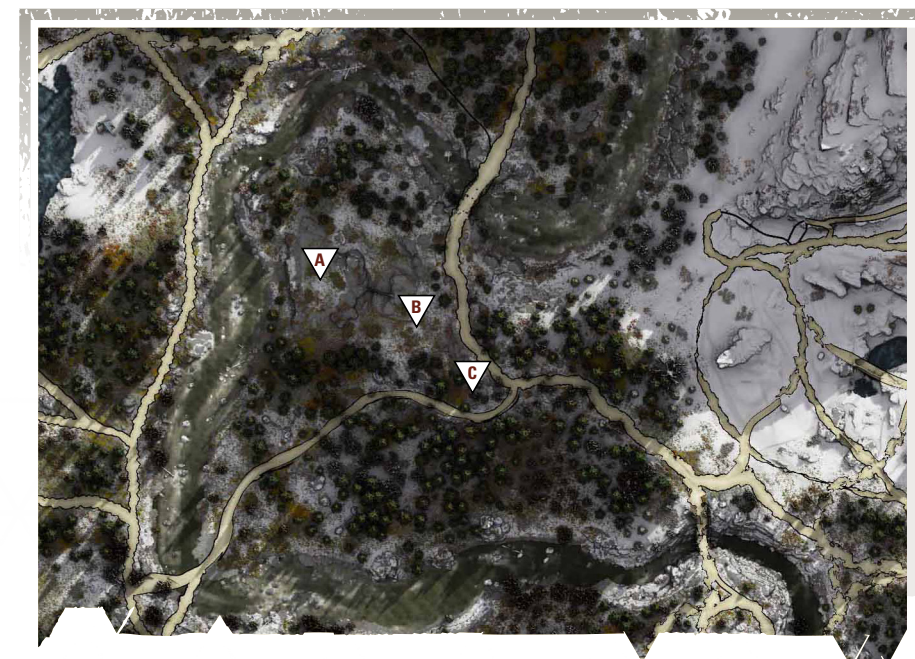
perched as cover from their ranged attacks as you wait for the Freeze status to take effect. Once it does, immediately lure them behind Ikrie and out of her sight, then target their Processing Units with Hardpoint Arrows [→□ 5]. Destroying the Processing Unit will permanently set the Trampler ablaze, guaranteeing a kill without requiring you to spend any further ammunition; however, if Ikrie inflicts the Freeze status on a Trampler after you've destroyed its Processing Unit, the Burn status will be overwritten and you'll need to use more ammunition to bring the machine down.

The alternative method is to use the log traps in the area to kill them. To do this you'll need to bait out a Trampler attack by standing directly underneath the trap yourself. You may need to dodge a few ranged attacks until it decides to charge at your location—once it does, dodge and immediately shoot the trap, which should kill the Trampler almost instantly. If the machine survives, make sure to lure it to Ikrie's location so she can Freeze it before you fire at it to finish it off. You can repeat the process with the second Trampler.

The final target is a Fire Bellowback. Once again, you'll need to use Ikrie's perch as cover from its attacks while you wait for her to Freeze it, although luring it away from her afterward is not essential this time unless you are playing on a higher difficulty setting. Instead, use any remaining Hardpoint Arrows (or Hunter Arrows if necessary) to destroy the Bellowback's Gullet and Cargo Sac, and be sure to wait for the Burn status from each explosion to run its course before moving on to the next target. You can also use log traps again here—even if you used two on the Trampers there should be two more higher up near the back wall. Again, you'll need to stand directly below the trap and lure the machine into it before triggering it with an arrow. Destroying its Cargo Sac will make baiting the Bellowback much easier, as this will disable its long-range attacks and increase the chances of it lunging directly at your position.



# CONTROL TOWER 01



Recommended Lvl.	30
Rewards	XP -
Enemy Group	
Daemonic Scrapper	
Daemonic Longleg	
Recommended Loadout	
Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Blast Sling	Blast Bomb, Sticky Bomb
War Bow	Shock Arrow
Shadow Ropecaster	Tie Rope (Heavy)
Carja Tripcaster	Blast Wire

This Control Tower is located due west of the Frostfigures Tallneck and is part of the Side Quest, “The Shaman’s Path.” [→□ 1] The surrounding area is patrolled by a Daemonic Longleg and a small group of Daemonic Scrappers, which should be left alone until you’ve disabled the tower. The tower sits atop a rock formation at **Position A**, which can be climbed via a number of handholds around its perimeter or accessed directly by crossing the fallen tree at **Position B**. This tree can also double as a sniping spot if you have the “Balanced Aim” Skill, though beware that all of the machines in this area are capable of using ranged attacks and can hit you while you’re perched on the log.

You have several options for dealing with this Control Tower, although the most straightforward approach is simply to snipe its Cooling Element from Naltuk’s location at **Position C** since you’ll most likely be approaching the site from the road to the southeast [→□ 2]. Strike the Cooling



Element with Precision Arrows to destroy the tower from a safe distance – doing so will prevent you from having to sneak past the nearby machines in order to reach the tower, though destroying the device in this manner will also immediately alert all of the enemies.



The machines will only close in on your last known position, so as long as you immediately move around the edge of the site to a patch of Tall Grass and stay hidden, they will eventually resume their normal patrols, at which point you may pick off the Scrappers one by one with Silent Strikes or set up a gauntlet of Blast Wires along their patrol routes and hide until the Scrappers walk into your traps. The Longleg will have difficulty reaching you with its melee attacks if you snipe it from atop the rock formation at **Position A** or the fallen tree at **Position B**, but you won’t be completely safe



from its sonic projectiles until you’ve destroyed its Concussion Sac; this is best accomplished using Precision Arrows or Blast Bombs in conjunction with the “Concentration +” Skill [→□ 1].

The other, more direct option is to sneak across the fallen tree at **Position B** when none of the enemies are looking, override the Control Tower and cause it to stun the surrounding machines, then sprint from Scrapper to Scrapper and eliminate them with the “Critical Hit” Skill while they’re incapacitated with the Shock status. If you’re quick enough, you should also have time to strike the Longleg’s Power Cells with Shock Arrows afterward, triggering a delayed detonation which should immediately inflict it with Shock again as long as the first application of this status from the Control Tower has already run its course. With careful timing and sufficient haste, you can defeat the Longleg before it has a chance to attack; otherwise, tie it down with your Ropecaster and target its weak points while it is immobilized.



**Quest Note**  
While clearing a Control Tower does not normally require you to eliminate the machines in its vicinity, defeating the Longleg and Scrappers at this particular site are mandatory quest objectives for “The Shaman’s Path.” You will be unable to progress the quest until you have both destroyed or overridden the Control Tower and cleared out the surrounding enemies.

## CONTROL TOWER 02

**Recommended Lvl.** 35

**Rewards**

**Enemy Group**

Daemonic Shell-Walker

**Recommended Loadout**

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb, Proximity Bomb
Improved Forgefire	Fire Burst
Improved Icerail	Ice Cannon

This tower is located along the road between Song’s Edge and Longnotch on the north bank of a partially-frozen river. It is situated in the center of a small clearing at **Position A** which is exposed from all directions and guarded by several Daemonic Shell-Walkers, though the rock formations jutting out of the river’s northern bank at **Position B** do

provide some cover a short distance from the tower. Note that it is not actually necessary to defeat or even engage the Shell-Walkers in order to reach the tower – if you wish to avoid fighting, you may simply approach the site from the west and snipe the tower’s Cooling Element from atop or slightly north of the crag at **Position C** marked by a dead tree.

If you do wish to fight, the safest spot from which to snipe the Shell-Walkers is across the river to the south, along the mountainside pathway in the general vicinity of **Position D** [→□ 2]. From this location you’ll have a clear shot at the Shell-Walkers with Precision and Tearblast Arrows or bombs from your Blast Sling without risk of retaliation via their melee attacks; they will initially return fire with their Lightning Guns, but the path affords you ample room for evasive maneuvers and plenty of time to spot incoming projectiles. After softening up your targets from a safe distance (and preferably disabling their shields and projectiles if possible), you may cross the river again and mop them up with your Blast Sling, or the Forgefire or Icerail if you have them.



## CONTROL TOWER 03

**Recommended Lvl.** 35

**Rewards**

**Enemy Group**

Daemonic Longleg  
Daemonic Scorcher

**Recommended Loadout**

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow Hunter Bow	Fire Arrow
Tearblaster	Tearblaster Charge
War Bow	Shock Arrow
Shadow Ropecaster	Tie Rope (Heavy)



This site actually contains two separate Control Towers, each located on opposite sides of a frozen pond on the south side of the road between Song’s Edge and Longnotch. The vicinity of the towers is large and open, though there are several crags, ledges and patches of Tall Grass scattered throughout the area which provide cover from the few Daemonic Longlegs wandering the snowfield. A Daemonic Scorcher guards the southern tower and will not stray far from its post unless baited with Rocks or Lure Call. This is the first area you’ll visit during the Side Quest, “The Hunters Three,” but it’s safest to eliminate the towers here before starting that quest [→□ 3].



## CONTROL TOWER 04

To reach the northern tower at **Position A** with ranged attacks, sneak to the Campfire at **Position C** – this location affords some cover as well as an elevated sniping perch, and is easily accessible if you approach the site from the west on your way from Song's Edge to Longnotch. Snipe the tower's Cooling Element from the Campfire and when it explodes, immediately retreat backward until the ledge upon which you're perched blocks the Longlegs' line of sight to you.

Using the woods and rocks on the western edge of the site for cover, circle the perimeter clockwise to a gap in the southern ledges at **Position D** [→□ 1]. Pass through the gap, turn left and head east to **Position E** overlooking the southern Control Tower at **Position B** [→□ 2]. From this spot, snipe the tower's cooling vent with Precision Arrows to clear the zone, but you must also keep a close eye on the Scorcher patrolling the south side of the pond – move through the exposed sections of the snowfield only when the Scorcher faces away from you, and throw Rocks to distract its attention as necessary.




If you wish to eliminate the enemies along with the Control Towers, your first priority should be the Scorcher as it is by far the most dangerous of this area's enemies. Follow the above strategy until you reach the gap at **Position D**, then hide in the closest patch of Tall Grass and use your Tripcaster to lay Blast Wires across the width of the gap. Although the Scorcher can bypass these by jumping directly onto the ledge at **Position E**, the Longlegs will be forced to walk through them in order to reach you in that location; this helps to secure **Position E** as your perch from which to deal with the Scorcher, so make your way there once you've covered the gap with Blast Wires.



Instead of destroying the southern tower at **Position B**, use the Focus to highlight the Scorcher's patrol route and wait until it begins moving east with its back to you, then immediately drop down and override the tower [→□ 3]. When the pulse Shocks the Scorcher, bombard its Mine Launcher with Tearblast Arrows or Tearblaster bursts – as soon as this Component is dislodged, switch to your Shadow Ropecaster and begin harpooning the Scorcher with Tie Ropes. If you act quickly, you should be able to tie the Scorcher down just before it recovers from the Shock status.

While the Scorcher is immobilized, use your Shadow Hunter Bow's Fire Arrows to ignite its Blaze Canisters if they're still attached; if they're not, pick up its Mine Launcher, back as far away as possible and blanket it with its own proximity mines. If any of the Longlegs get too close, turn the Mine Launcher on them or, if you need to get away and regroup, jump back up the ledge to **Position E**. The ledge provides adequate cover from the Longlegs' sonic blasts and they are unable to scale it directly, meaning they'll have to walk through your Blast Wires in order to reach you. When the Scorcher is destroyed, move back to **Position D** and bait the Longlegs through your traps, then use the weapon of your choice to mop up any survivors.



Recommended Lvl. <b>35</b>	
Rewards  -	
Enemy Group	
	Daemonic Redeye Watcher
	Daemonic Stalker
Recommended Loadout	
Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Tripcaster	Blast Wire
Shadow Blast Sling	Blast Bomb, Sticky Bomb, Proximity Bomb
Shadow Ropecaster	Tie Rope (Heavy)
Improved Forgefire	Fire Thrower, Fire Burster
Improved Icerail	Ice Cannon
Banuk Stormslinger/Improved Stormslinger	Storm Bolts

This tower is located in a heavily-wooded area directly south of Longnotch. Several spires of rock surround the ditch at **Position A** where the tower is situated and can be reached by tightropes or climbing; of these, the best location from which to snipe the machines is atop the rock formation at **Position C**, which you can be accessed by either scaling it directly or walking up the tightrope at **Position B** [→□ 4]. You'll probably approach the site from the west, so you can easily skirt the northern perimeter clockwise to reach **Position B** without alerting any of the enemies in the area (though keep an especially close eye out for the Stalkers as they blend into the snow extremely well when cloaked). Note that while you're completely safe from melee attacks at **Position C**, you'll still need to dodge or take cover from ranged attacks in that spot.

If you wish to defeat all the enemies in this area, make your way to **Position C**, locate the Stalkers and take note of their patrol routes by highlighting their tracks with the Focus. You may either use your Blast Sling to lay Proximity Bombs in a single spot along each Stalker's route so that the machines trigger all of the bombs at once, or simply execute a surprise attack with Precision Arrows to dislodge the Stalkers' Stealth Generators and/or Dart Guns right away; you may also use your Tripcaster to lay Blast Wires around the bottom of the rock formation upon which you're

perched in order to eliminate any Watchers that approach your position once you've made your presence known. At this point, switch to your Blast Sling or Sharpshot Bow and pick off any machines remaining on the ground below.

You may also completely avoid fighting in this area by continuing to circle the site's perimeter clockwise through the woods past **Position B** to the large boulder at **Position D**. Climbing this boulder places you in a perfect spot from which to snipe the tower's Cooling Element, following which you can immediately duck behind the boulder to avoid detection by the surrounding enemies and then slip away into the eastern woods before they have a chance to track you down.





# CONTROL TOWER 05

Recommended Lvl. 35

Rewards

Enemy Group

Daemonic Fire Bellowback

Recommended Loadout

Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Tripcaster	Blast Wire
Carja Blast Sling	Blast Bomb, Sticky Bomb
Improved Stormslinger	Storm Bolt
Improved Icerail	Icethrower, Ice Cannon
Shadow Ropecaster	Tie Rope (Heavy)

This tower is located just off the road south of the Bandit Camp at Stone Yield and is guarded by three Daemonic Fire Bellowbacks. Although the Bellowbacks patrol a fairly small radius on the open ground around the tower at **Position A**, several patches of Tall Grass in the area allow you to sneak up to the structure from the south or the southeast and override it without being detected. If you wish to override the tower, approach from the south and work your way through the patches of Tall Grass at Positions B, C, D, E and finally A, in that order – the final patch of grass at **Position A** closely adjoins the Control Tower, allowing you to perform the override while concealed (though you may need to distract the Bellowbacks with Rocks in order to safely reach this position).

Try to time your override so that the pulse from the tower stuns the Bellowbacks while they are grouped close together and when they collapse, plaster their Gullets and Cargo Sacs with as many Sticky Bombs as you can while still leaving yourself time to escape the ensuing chain reaction of explosions. If any of the Bellowbacks manage to survive, retreat up the western hillside to **Position F** and rain Blast Bombs or your projectile of choice down upon them until they fall – as long as you stand on the thin ridge of rocks overlooking the tower, the Bellowbacks will be unable to reach you with melee attacks [→□ 1].

If you wish to avoid fighting altogether, you may either follow the above strategy to override the Control Tower and then simply vacate the premises while the Bellowbacks are stunned, or begin by approaching the site counterclockwise from the north through the woods along the western perimeter directly to **Position F**. From this perch you'll have a clear shot at the tower's Cooling Element with plenty of cover from the Bellowbacks; simply snipe the Cooling Element and immediately begin sneaking back through the woods along the western edge of the area to escape the Bellowbacks.



# CONTROL TOWER 06

Recommended Lvl. 40

Rewards

Enemy Group

Daemonic Redeye Watcher

Daemonic Scrapper

Daemonic Stalker

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Blast Sling	Blast Bomb, Sticky Bomb
Improved Stormslinger	Storm Bolt
Improved Forgefire	Fire Thrower, Fire Burster
Shadow Ropecaster	Tie Rope (Heavy)

Control Tower 06 is located inside the ruins of an Old World building near the center of The Cut, due south of the Snowchants Hunting Ground. This is the second hunting spot you will visit during the Side Quest, "The Hunters Three," though it is accessible at any time and disabling the tower in advance is strongly recommended. It is possible to destroy this Control Tower without ever encountering any of the machines patrolling the area – to do so, approach the site from across the river to the west and stop at **Position B** on the western riverbank [→□ 2]. You'll have a clear shot at the tower's Cooling Element from this spot, so strike it with Precision Arrows until the tower explodes, then simply leave the area before any of the machines on the other side of the building can locate you.

The ruins of the Old World lodge also provide a prime sniping spot if you wish to clear out the enemies. Approach from the west and cross the river to **Position C**, where you can climb onto the building's roof overlooking the Control Tower at **Position A** [→□ 3]. From this location you can both destroy the tower (or drop down, override it and use the opportunity to plaster the stunned machines with Sticky Bombs before sprinting back to your perch) and pick off the enemies below with complete impunity. The apex of the roof is inaccessible to any of the enemies in this area while simultaneously providing cover from their projectiles, enabling you to rain Blast Bombs or any other projectile of your choice down upon them without fear of reprisal.





# CONTROL TOWER 07

Recommended Lvl. 45

Rewards

Enemy Group

\*Trampler

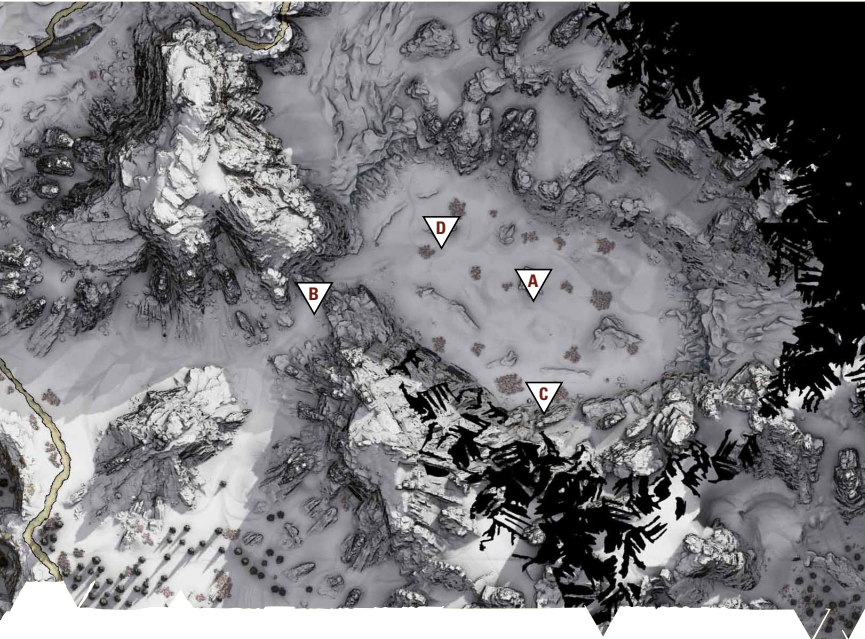
\*\*Daemonic Rockbreaker

\*Only appears when the Errand, "The Claws Beneath" is not active.

\*\*Only appears during the Errand, "The Claws Beneath."

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Tearblaster	Tearblast Charge
Shadow Blast Sling	Blast Bomb, Sticky Bomb, Proximity Bomb
Improved Stormslinger	Storm Bolt
Improved Forgefire	Fire Burster
Improved Icerail	Ice Cannon





This Control Tower can be found on the far northern edge of The Cut, a moderate distance east of the Snowchants Hunting Ground. Although you will visit this location during the Errand, "The Claws Beneath," it is safer to make a separate trip here beforehand so that you can disable the tower without having to fend off a Rockbreaker at the same time; unless this Errand is active when you visit the area, you'll find a herd of Trampers here instead [→□ 1]. This section addresses strategies for dealing with the Trampers; for the Rockbreaker strategy, please see "The Claws Beneath" on P.138 in the "Errands" section.



From the Campfire at the gorge entrance, climb the handholds at **Position B** and drop down into the enclosed snowfield, then follow the southern rock face counterclockwise and hide in one of the two large patches of Tall Grass at **Position C** [→□ 2]. By hugging the wall and using the terrain differences to break the Trampers' line of sight, you should be able to reach this location without being detected. Next, work your way north through the open snowdrifts toward the Control Tower at **Position A** while keeping a close eye on the Trampers (don't hesitate to distract them with Rocks if necessary). As long as you keep your distance from the

Trampers, use the obstacles and terrain to conceal yourself, and move only when no enemies are looking your way, you can make it to the tower despite the minimal cover available along the way.

At this point you may simply override the tower and then leave the area while the Trampers are incapacitated from the Shock pulse or, if you wish to take down the machines along with the tower, you may instead sprint northwest to **Position D** and climb onto the icy outcropping at that location before the Trampers recover [→□ 3]. As long as you are situated at the highest point on the crag, the Trampers will be unable to reach you with any of their attacks, allowing you to snipe their Processing Units with Precision or Tearblast Arrows with complete impunity. The relative lack of cover in the area will work against your targets at this point, making it extremely difficult for them to escape your projectiles.



# CONTROL TOWER 08

Recommended Lvl. 48

Rewards

Enemy Group


Daemonic Longleg

Daemonic Scrapper

Daemonic Snapmaw

Recommended Loadout

Weapon	Ammo Type
Improved Stormslinger	Storm Bolt
Improved Forgefire	Fire Thrower, Fire Burster
Improved Icerail	Icethrower, Ice Cannon
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Blast Sling	Blast Bomb, Sticky Bomb
Carja Tripcaster	Blast Wire





This zone actually contains three Control Towers, each located at a different point in the half-frozen reservoir directly north of the Greycatch, and is the third and final hunting spot you will visit during the Side Quest, "The Hunters Three;" therefore, visiting the site beforehand and disabling the towers in advance will make that leg of the quest considerably easier. At this location in particular, avoiding combat is by far the easiest strategy due to the large numbers of powerful enemies patrolling the area.

The safest strategy is to approach the site from the north, cross the road to the ledge overlooking the northernmost Control Tower at **Position A** and distract any Scrapppers in the vicinity of the tower with a Rock, then drop down and override the tower. [→□ 4] Immediately make your way to-

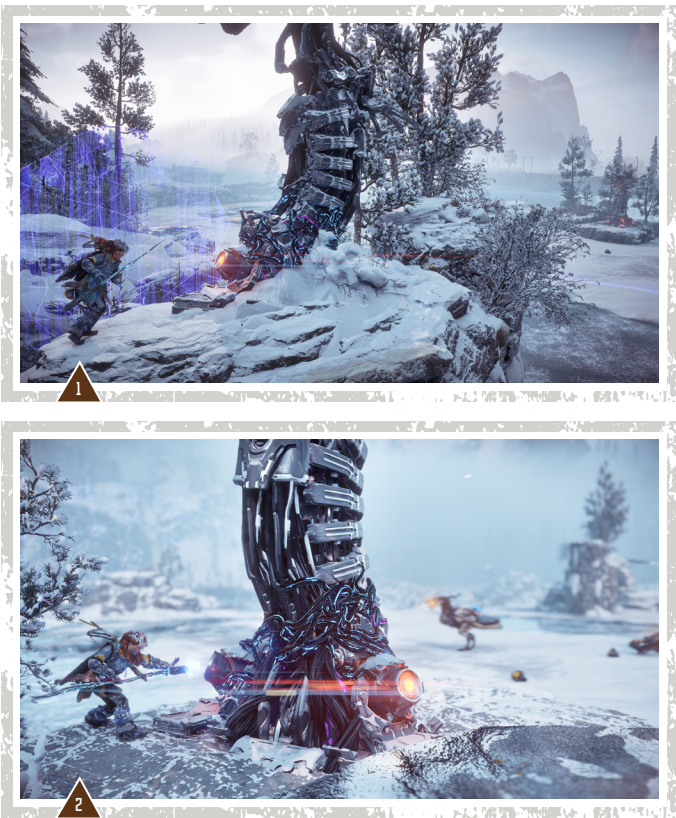


# CONTROL TOWER 09

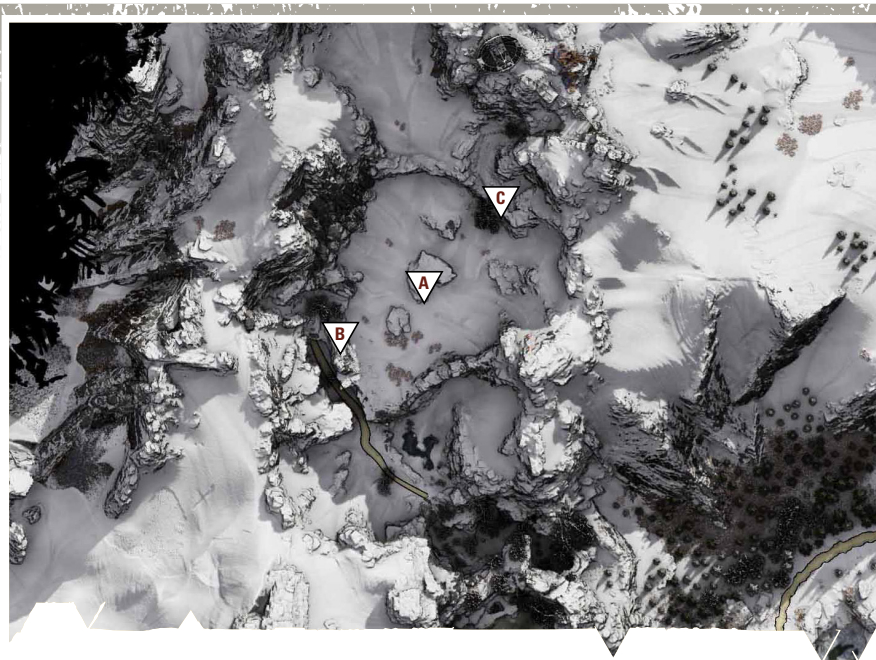
ward the central tower on the island at **Position B** while the nearby machines are stunned and as soon as your Override Tool recharges, begin overriding the second tower [ $\rightarrow$  1]. When the pulse from this tower stuns the surrounding enemies, jump off the island and continue heading south to the third tower at **Position C**. Take cover on the south side of this tower until your Override Tool recharges, then override the tower and make your escape while the nearby machines are incapacitated [ $\rightarrow$  2].

Alternately, you may approach the site from the southwest road and make your way directly to the rocky overlook beneath a dead tree at **Position D**. You can reach the Cooling Elements of all three Control Towers from this spot with Precision Arrows, though you'll need the "Concentration" and/or "Concentration +" skills to zoom in sufficiently to be able to establish visual targeting on the northernmost tower at **Position A**. (It is also prudent to surround the spot with Blast Wires to cover your rear in case you are detected and pursued by any of the nearby machines when you begin destroying the towers.) Once you've eliminated the Control Towers, you may either leave the area or employ the following strategy if you wish to clear the area of enemies.

If you absolutely must fight, the safest spot from which to engage the machines guarding this area is atop the pair of islands in the center of the reservoir at **Position B**. The western island is small and somewhat exposed to projectiles, but is inaccessible to any of the machines in the area and affords complete protection from their melee attacks. The eastern island provides better protection from ranged attacks and although it can be accessed by the amphibious Snapmaws via the slope on its east side, they will rarely



pursue you to that point, and neither the Longlegs nor the Scrapers can cross the water to directly engage you there. The two islands are connected by a fallen tree, so you may move freely between them according to your tactical needs; from this position, you may snipe the surrounding enemies in relative safety.



Recommended Lvl.	30
Rewards	XP
Enemy Group	Daemonic Frostclaw
Recommended Loadout	
Weapon	Ammo Type
Shadow Blast Sling	Blast Bomb, Proximity Bomb
Sharpshot Bow	Precision Arrow
Shadow Ropecaster	Tie Rope (Heavy)

You'll pass this Control Tower on the way to Ourea's Retreat during the Side Quest, "The Shaman's Path." The tower is located atop the rocky crag at **Position A** in the center of a roughly circular gully and is guarded by a single Daemonic Frostclaw. While defeating the Frostclaw is an optional objective and is not necessary for completion of the quest, you may wish to make use of the nearby Campfire and practice fighting this tough enemy in preparation for the battles ahead. Note that the Frostclaw will not appear until you drop into the gully from the ledge at **Position B**, and although the tower's Cooling Element faces away from you, it is possible to launch a Blast Bomb over the top of the tower and destroy it from this ledge before dropping down and triggering the Frostclaw's arrival [ $\rightarrow$  3].

After the cutscene, you'll begin the encounter crouched in a patch of Tall Grass a few steps east of the Control Tower. Sneak to the crag at **Position A**, locate the handholds on its side and scale them almost to the top. Hang from the uppermost ledge until the Frostclaw turns away, then override the tower and immediately begin overloading the incapacitated Frostclaw's Power Cells with Shock Arrows or plastering its Freeze Sacs and Freeze Unit with Sticky Bombs. Try to tie the Frostclaw down with your Shadow Ropecaster before the Shock status wears off, then continue focusing on its weak points until it succumbs.

If you're unable to maintain enough damage output to finish the Frostclaw before it can mount a counterattack, run for the exit on the north side of the gully at **Position C** and climb to the top of the cliff (don't retreat to the Campfire as the Frostclaw can jump directly up to this spot and continue attacking you). Atop the high northern cliff, the Frostclaw can only reach you with its Grinder Scrape projectiles and its Ice Spikes attack (which will be disabled if its Freeze Unit is destroyed); of these, you can avoid the Grinder Scrape simply by dodging backward from the lip of the ledge, so you should focus on destroying the Frostclaw's Freeze unit in order to avoid having to deal with the unerring tracking of its dangerous Ice Spikes while you snipe it.







# PROGRESSION GUIDE

## THE FROZEN WILDS – RECOMMENDED PROGRESSION

This section outlines two alternate paths of progression through the various activities available in The Cut. The first path focuses on quest and story progression, enabling you to travel efficiently and access a few lines of optional dialogue; the second has been optimized for the earliest possible acquisition of advanced weapons and equipment, allowing you to reap the benefits of these tools in as many encounters as possible.

While you may access The Cut immediately after leaving the Embrace during the Main Quest, “A Seeker at the Gates,” this new content is balanced around a character level of 30 or higher and might prove impractically difficult for newer players at this point in the game. If you are playing Horizon Zero Dawn for the first time, we recommend at least making your way to Meridian and completing the Main Quest, “The City of the Sun” before you head to The Cut; you might also find it helpful to gain a few levels and gather some extra materials at the Greatrun or Sun Furrows Hunting Grounds before you leave for the Frozen Wilds.

### THE CUT: STORY-FOCUSED PROGRESSION

01	<b>Into the Frozen Wilds</b>	Ohtur (Daytower), Rhavid (Meridian) OR Yariki (Grave-Hoard)
You may start this Errand in any of the three locations listed. It is only necessary to speak to one of the three NPCs; when you do, the other two will disappear. For the exact locations of these NPCs, please refer to P.96.		
02	<b>Initiate “The Shaman’s Path”</b>	Automatic (Song’s Edge)
This Side Quest will automatically begin upon completion of “Into the Frozen Wilds.” Before you leave Song’s Edge, speak to Aratak for some optional dialogue.		
03	<b>Initiate “Waterlogged” and “A Secret Shared”</b>	Lulai, Kamut (Song’s Edge)
Speak to Lulai near the Merchant stalls to initiate “Waterlogged;” then find Kamut next to the caldera by the settlement entrance and speak to him to begin “A Secret Shared.”		
04	<b>Tallneck: Frostfigures</b>	Due north of Song’s Edge
Clearing this Tallneck will reveal the entirety of The Cut on your map. Note that you’ll have to fight off Glinthawks, Scrappers and a Scorcher. Don’t forget to pick up two Bluegleam caches: one in the cave with the Tallneck Actuator and the other down the hill to the southeast of the Tallneck Array.		
05	<b>Optional: Gather Trading Materials</b>	Outskirts of Song’s Edge/ Hunting in The Cut
If desired, you may take this opportunity to gather the materials required for purchasing the Pigment, Animal Figurine and Bluegleam maps. Obtaining these maps now will allow you to more easily locate the associated Collectables as you explore.		

06	<b>Clear the Stone Yield Bandit Camp; disable Control Towers 02 and 05</b>	Center of The Cut, just west of the Firebreak facility
On the way to the camp, disable Control Tower 02 and collect one Bluegleam cache just off the road along the ridge north of the tower. A short distance northeast from this location, collect two more Bluegleam caches: one on each side of the Campfire directly south of Control Tower 05. Continue north and eliminate Control Tower 05, then collect the Medium Salt Pigment from the eastern edge of the caldera along the southwest border of the camp. Clear this Bandit Camp and defeat the boss, Olhgrud, to obtain the Oseram Forgefire.		
07	<b>Complete “Geared Up: Forgefire;” disable Control Towers 03 and 04</b>	Varga (Longnotch)
Complete this Errand for a powerful upgrade to the Oseram Forgefire. On the way to Longnotch, loot three Bluegleam caches on the wooded hill south of the Campfire near Control Tower 03. Eliminate Control Tower 03, then collect the two Bluegleam caches in the woods between Control Towers 03 and 04. Eliminate Control Tower 04 as you approach the settlement, then collect the Medium Crystal Pigment from the woods just east of Longnotch before speaking with Varga.		
08	<b>Complete “Waterlogged,” “The Shaman’s Path” and “A Secret Shared;” initiate “The Survivor;” disable Control Towers 01, 06, 08 &amp; 09</b>	Greycatch; Shaman’s Path/ Ourea’s Retreat; Underground Bunker; Keener’s Rock
First, head for the Greycatch and complete “Waterlogged.” After draining all of the water from the Greycatch interior, solving the optional plumbing puzzle on the bottom level of the facility will grant access the Drummer’s Weapon Coil. When you exit the facility, pick up Animal Figurine 2 from the windowsill of the southernmost pump house on the east side of the spillway below the dam. Next, loot six Bluegleam caches: one just northeast of the Campfire by the road on the hillside directly across the spillway from the Animal Figurine’s location; one along the spillways near the Campfire due north of the Frostfigures Tallneck; and the other four atop the cliff directly north of this Campfire. (If desired, you may return to Song’s Edge for some optional dialogue with Gildun.)		
At this point, meet up with Naltuk and disable Control Tower 01. On the way to the Icerasps, pick up the Dark Oxide Pigment at the three-way road intersection due west from Control Tower 01. Next, head northeast and collect the three Bluegleam caches in the woods west of the Banuk Merchant’s campsite at the foot of the path leading up the mountain. Pick up the Reinforced Outfit Weave in the caves and one more Bluegleam cache below the path just beyond the exit, then take the Light Oxide Pigment from the cave behind the waterfall a short distance ahead. Deal with Control Tower 09, then loot the Bluegleam cache at the shrine atop the Shaman’s Path. You’ll receive the Banuk Stormslinger from Ourea when you complete the quest. Before you leave the room, take Animal Figurine 4 from the table nearby.		
On the way back to Song’s Edge, head to the Underground Bunker and proceed with “A Secret Shared.” Before you leave the bunker, pick up Animal Figurine 5 and one Bluegleam cache near the exit. Proceed south, collect one Bluegleam cache in a wooded gully due north of the nearby Charger Site, then continue south and collect two more Bluegleam caches just off the road running along the mountain ridge northeast of the Thunderjaw Site. Stop at Keener’s Rock and speak with the White Teeth Chieftain to initiate “The Survivor,” then disable Control Tower 06 and pick up Animal Figure 1 from the nearby fireplace.		
When you reach the reservoir above the Greycatch, disable Control Tower 08 and collect the Bluegleam cache by the road bordering the northern shore (be sure to activate the nearby Campfire in order to unlock it as a Fast Travel destination). When you arrive back in Song’s Edge, speak with Kamut to complete “A Secret Shared.”		





09	<b>Geared Up: Stormslinger</b>	Varga (Longnotch)
Complete this quest for a powerful upgrade to the Banuk Stormslinger. You must complete Main Quest “Revenge of the Nora” to access the lands where a Stormbird can be hunted.		
10	<b>For the Werak</b>	Automatic (Ourea’s Retreat)
This Side Quest begins automatically upon completion of “The Shaman’s Path,” and will reward you with the Banuk Icerail and the Banuk Chieftain’s Outfit. Finishing this quest will cause Gildun to move to Longnotch, where you may speak with him for some optional dialogue. As soon as the quest ends, collect the Light Crystal Pigment atop the central rock formation in the basin where you fought the Frostclaws, then retrace the challenge route to the highest peak of the Frostfigures and harvest the Dark Crystal Pigment at the summit.		
11	<b>Geared Up: Icerail</b>	Varga (Longnotch)
Complete this quest for a powerful upgrade to the Banuk Icerail.		
12	<b>Optional: Gather Crafting Materials</b>	Hunting in The Cut; Purchasing Banuk Reward Boxes
This is a good time to gather the materials necessary for upgrading the Icerail, Stormslinger and Forgefire ammunition satchels, which will help immensely with the upcoming battles in the Firebreak facility and Forge of Winter. You may obtain some of these materials by trading Bluegleam to the special Banuk merchants: the Banuk Nesting Boxes (eventually) contain an Owl Skin, while the Banuk Tundra Box contains a Goose Skin, a Raccoon Skin and a Rat Skin.		
13	<b>Firebreak</b>	Ourea (Longnotch)
Before entering the Firebreak facility, speak to Aratak in Longnotch for some optional dialogue. In order to obtain all of the Collectables in the facility, you’ll need to explore both routes to the Cauldron entrance: Aratak’s path will get you the Heat Sink Outfit Weave, while Ourea’s path takes you past a couple of Datapoints.		
14	<b>The Forge of Winter</b>	Automatic (Firebreak Facility)
This Side Quest will automatically begin when you override and enter the Cauldron door inside the Firebreak facility.		
15	<b>Out of the Forge</b>	Automatic (Ourea’s Retreat)
This Errand will start automatically upon completion of the Side Quest, “The Forge of Winter.” The reward box you’ll receive for fulfilling every objective contains the Pristine Weapon Coil.		

16	<b>Complete “The Claws Beneath” and disable Control Tower 07</b>	Umnak (Longnotch)
Accept this quest in Longnotch and head for Control Tower 07. Along the way, gather the Bluegleam cache next to a small frozen pool on the north side of the Frostfigures, then walk due north and collect the Dark Salt Pigment next to one of the geysers south of the road. From this spot, make your way northeast and collect the Light Salt Pigment at the southeastern corner of the smaller caldera, just northwest of the Campfire. On your Map, locate the two roads to the east of the Campfire leading north into the mountains; follow the eastern road toward the tower and collect the three Bluegleam caches on the ledges along the way. Proceed to Control Tower 07 and destroy it, then defeat The Claws Beneath. Before you return to Umnak, check the base of the Control Tower for a Supply Crate containing the Insulated Outfit Weave.		
17	<b>Deliver Pigment sets to Sekuli</b>	Song’s Edge
At this point you should have obtained every available Pigment, so bring them back to Song’s Edge and give them to Sekuli atop the scaffolding overlooking the settlement in exchange for all three Pigment Reward Boxes. Each box contains one piece of Bluegleam; in addition, Box III holds the Painted Weapon Coil.		
18	<b>Complete “The Survivor”</b>	Ikrie (Near the ice bridges spanning frozen river west of Control Tower 07)
Completing this quest will unlock Ikrie’s challenge at the Snowchants Hunting Ground.		
19	<b>Clear the Snowchants Hunting Trials</b>	Snowchants Hunting Ground
After completing the Side Quests, “For the Werak” and “The Survivor,” you’ll have access to the Chieftain’s Trial and Ikrie’s Challenge. Earn Blazing Sun marks in all three standard Trials and you’ll receive the Snowchants All First Place Reward Box, which contains two Bluegleam and the Veteran’s Weapon Coil; achieve the same for Ikrie’s Challenge and you’ll be given an Extraordinary Reward Box containing the Survivor’s Outfit Weave. Before you leave, collect the three Bluegleam caches in the mountains northwest of the Hunting Ground. On your way back to Song’s Edge, collect the single Bluegleam cache near the stand of trees directly south of the Hunting Ground.		

20	<b>Frontier Justice</b>	Inatut (Song’s Edge)
On your way to the Cold-Shear, head due west from Song’s Edge and collect the three Bluegleam caches on the forested hillside due south of a Campfire. Next, travel north past the Campfire and collect Animal Figurine 3 from the windowsill in the southwest corner of one of the Old World buildings along the road south of the Charger Site. From here, make your way north past a Scorcher Site to the unmarked Banuk encampment along the road southwest of the Deep Din and pick up the Warrior’s Outfit Weave near the center of the camp. Continue northwest into the mountains and collect the last five Bluegleam caches on the snow-covered mountainsides beyond the road, then return to the road and follow it west to the Cold-Shear.		
21	<b>Deliver Animal Figurines to Enjuk</b>	Enjuk (Montana Recreations Building)
Now that you’ve collected every available Animal Figurine, make your way to the Old World gift shop and trade them in for the full set of Figurine Reward Boxes. Each box contains a piece of Bluegleam; in addition, Box III holds the Hidebound Weapon Coil. Hollow Hall is located in the Montana Recreations building a short distance northeast of the Greycatch.		
22	<b>The Hunters Three</b>	Burgrend (Song’s Edge)
If you’ve followed the Progression Guide to this point, you’ll have already disabled all of the Control Towers in the machine sites you’ll visit during this quest, making the encounters far less dangerous; you should also have unlocked all of the Campfires near these areas, enabling you to Fast Travel from one location to the next. The reward box you’ll earn from this quest contains the Untested Weapon Coil.		

THE CUT: CHARACTER-FOCUSED PROGRESSION

01	<b>Into the Frozen Wilds</b>	Ohtur (Daytower), Rhavid (Meridian) OR Yariki (Grave-Hoard)
You may start this Errand in any of the three locations listed. It is only necessary to speak to one of the three NPCs; when you do, the other two will disappear. For the exact locations of these NPCs, please refer to Page 96.		
02	<b>Tallneck: Frostfigures</b>	Due north of Song’s Edge
Clearing this Tallneck will reveal the entirety of The Cut on your map. Be prepared to face Glinthawks, Scrappers and a Scorcher. Be sure to pick up two Bluegleam caches: one in the cave with the Tallneck Actuator and the other down the hill to the southeast of the Tallneck Array.		
03	<b>Gather Trading Materials</b>	Outskirts of Song’s Edge/ hunting in The Cut
Gather the materials required to purchase the maps for Pigments, Animal Figurines and Bluegleam. Obtain these maps as soon as possible so that you can more easily locate the associated items as you explore.		
04	<b>A Secret Shared</b>	Kamut (Song’s Edge)
Completing this Errand will grant you the ability to attach Modification Coils to your Spear. As you pass the Greycatch, collect five Bluegleam caches: one along the spillways near the Campfire due north of the Frostfigures Tallneck, and the other four atop the cliff directly north of this Campfire. Next, eliminate Control Tower 08 and collect the Bluegleam cache by the road bordering the north shore of the reservoir. Be sure to activate the nearby Campfire in order to unlock it as a Fast Travel destination Further north, collect two more Bluegleam caches just off the road running along the mountain ridge northeast of the Thunderjaw Site. Next, collect one Bluegleam cache in a wooded gully due north of the nearby Charger Site. Finally, pick up Animal Figurine 5 and one more Bluegleam cache inside the underground bunker.		

05	<b>Bandit Camp: Stone Yield</b>	Center of The Cut, just west of the Firebreak facility
On the way to the camp, destroy Control Tower 02, then collect one Bluegleam cache just off the road along the ridge north of the tower. A short distance northeast from this location, collect two more Bluegleam caches: one on each side of the Campfire directly south of Control Tower 05. Continue north and eliminate Control Tower 05, then collect the Medium Salt Pigment from the eastern edge of the caldera along the southwest border of the camp. Clear this Bandit Camp and defeat the boss, Olhgrud, to obtain the Oseram Forgefire.		
06	<b>Geared Up: Forgefire</b>	Varga (Longnotch)
Complete this Errand for a powerful upgrade to the Oseram Forgefire. On the way to Longnotch, loot three Bluegleam caches on the wooded hill south of the Campfire near Control Tower 03. Eliminate Control Tower 03, then collect the two Bluegleam caches in the woods between Control Towers 03 and 04. Eliminate Control Tower 04 as you approach the settlement, then collect the Medium Crystal Pigment from the woods just east of Longnotch before speaking with Varga.		
07	<b>The Shaman’s Path</b>	Automatic (Song’s Edge)
This Side Quest will begin automatically upon completion of “Into the Frozen Wilds.” You must eliminate Control Towers 01 and 09 as part of this quest. On the way to the Icerasps, pick up the Dark Oxide Pigment at the three-way road intersection due west from Control Tower 01. Next, head northeast and collect the three Bluegleam caches in the woods west of the Banuk Merchant’s campsite at the foot of the path leading up the mountain. Pick up the Reinforced Outfit Weave in the caves and one more Bluegleam cache below the path just beyond the exit, then take the Light Oxide Pigment from the cave behind the waterfall a short distance ahead. Deal with Control Tower 09, then loot the Bluegleam cache at the shrine atop the Shaman’s Path. You will receive the Banuk Stormslinger from Ourea when you complete the quest; before you leave the room, take Aniaml Figurine 4 from the table nearby.		
08	<b>Geared Up: Stormslinger</b>	Varga (Longnotch)
Complete this quest for a powerful upgrade to the Banuk Stormslinger.		
09	<b>For the Werak</b>	Automatic (Ourea’s Retreat)
This Side Quest will begin automatically upon completion of “The Shaman’s Path.” You’ll be rewarded with the Banuk Icerail when you finish the quest. Before you leave the area, collect the Light Crystal Pigment atop the central rock formation in the basin where you fought the Frostclaws, then retrace the challenge route to the highest peak of the Frostfigures and harvest the Dark Crystal Pigment at the summit.		
10	<b>Geared Up: Icerail</b>	Varga (Longnotch)
Complete this quest for a powerful upgrade to the Banuk Icerail.		
11	<b>Gather Crafting Materials</b>	Hunting in The Cut; purchasing Banuk reward boxes
Gather the materials necessary for upgrading the Icerail, Stormslinger and Forgefire ammunition. You may obtain some of these materials by trading Bluegleam to the special Banuk merchants: the Banuk Nesting Boxes (eventually) contain an Owl Skin, while the Banuk Tundra Box contains a Goose Skin, a Raccoon Skin and a Rat Skin.		



# RECOMMENDED SKILL PROGRESSION

The following charts outline our recommended path of Skill progression, which emphasizes learning the most important and frequently-used Skills as early as possible while relegating the more situational and overall less useful skills for last. These charts serve only as a general guideline, so feel free to adjust the order in which you learn each Skill according to your personal preferences and gameplay habits—for this purpose, you’ll find specific information about the effects of each skill on P.20.

Please note that the following Skills will not become accessible until the beginning of the Main Quest, “A Seeker at the Gates”:

- Combat Override
- Combat Override +
- Call Mount +
- Mounted Pickup
- Mount Repair
- Machine Repair
- Mount Repair +
- Dismount Strike

## MACHINE OVERRIDES

Skill	Skill
1 Silent Strike	16 Mount Repair +
2 Lure Call	17 Dismount Strike
3 Gatherer	18 Heavy Lifter
4 Healer	19 Double Shot
5 Concentration	20 Concentration +
6 Critical Hit	21 Triple Shot
7 Silent Drop	22 Fast Reload
8 Low Profile	23 Strike From Above
9 Shard Salvager	24 Strong Strike
10 Combat Override	25 Strong Strike +
11 Mounted Pickup	26 Scavenger
12 Combat Override +	27 Expert Carver
13 Call Mount +	28 Hoarder
14 Mount Repair	29 Strike From Below
15 Machine Repair	30 Leader Strike

If you just want to get the most out of Overriding machines, or simply love mechanical horses, this is the order for you.

## COMBAT-FOCUSED

Skill	Skill
1 Concentration	16 Dodge Prowess
2 Silent Strike	17 Precision
3 Hunter Reflexes	18 Precision +
4 Healer	19 Knock Down
5 Critical Hit	20 Strike From Above
6 Heavy Lifter	21 Strong Strike
7 Double Shot	22 Strong Strike +
8 Concentration +	23 Gatherer
9 Triple Shot	24 Scavenger
10 Fast Reload	25 Ammo Crafter
11 Critical Hit +	26 Strike From Below
12 Herbalist	27 Leader Strike
13 Lure Call	28 Disarm Traps
14 Silent Drop	29 Tinker
15 Low Profile	30 Shard Salvager

For those players who want to get as strong as possible really quickly, this is the order we suggest

## OVERALL OPTIMIZATION

Skill	Skill
1 Silent Strike	16 Expert Carver
2 Lure Call	17 Concentration +
3 Concentration	18 Triple Shot
4 Critical Hit	19 Dodge Prowess
5 Gatherer	20 Ammo Crafter
6 Healer	21 Balanced Aim
7 Critical Hit +	22 Combat Override
8 Silent Drop	23 Strike From Above
9 Low Profile	24 Scavenger +
10 Scavenger	25 Hoarder
11 Mounted Pickup	26 Herbalist
12 Shard Salvager	27 Combat Override +
13 Hunter Reflexes	28 Call Mount +
14 Heavy Lifter	29 Strike From Below
15 Double Shot	30 Leader Strike

This order is balanced between the various specialties, geared towards making progress as easy and smooth as possible.

## CRAFTING-FOCUSED

Skill	Skill
1 Shard Salvager	16 Double Shot
2 Expert Carver	17 Concentration +
3 Silent Strike	18 Triple Shot
4 Gatherer	19 Hoarder
5 Scavenger	20 Fast Reload
6 Lure Call	21 Combat Override
7 Concentration	22 Combat Override +
8 Mounted Pickup	23 Call Mount +
9 Ammo Crafter	24 Hunter Reflexes
10 Scavenger +	25 Critical Hit
11 Healer	26 Critical Hit +
12 Herbalist	27 Silent Drop
13 Disarm Traps	28 Low Profile
14 Tinker	29 Dodge Prowess
15 Heavy Lifter	30 Mount Repair

Focusing on crafting early on will make for the most efficient playstyle in the long term, though the early battles may be a little more difficult.

### 12 Control Tower 07 Northern edge of The Cut

On your way to the tower, gather the Bluegleam cache next to a small frozen pool on the north side of the Frostfigures, then walk due north and collect the Dark Salt Pigment next to one of the geysers south of the road. From this spot, make your way northeast and collect the Light Salt Pigment at the southeastern corner of the smaller caldera, just northwest of the Campfire. On your Map, locate the two roads to the east of the Campfire leading north into the mountains; follow the eastern road toward Control Tower 07 and collect the three Bluegleam caches on the ledges along the way. Proceed to Control Tower 07 and destroy it, then activate the Campfire at the gully entrance. Be absolutely sure that you have destroyed this Control Tower and unlocked the nearby Campfire as a Fast Travel destination before starting the Errand, “The Claws Beneath.”

### 13 The Claws Beneath Umnak (Longnotch)

Accept this quest in Longnotch and Fast Travel back to the Campfire at the gully entrance. After defeating The Claws Beneath, check behind the Control Tower in the center of the gully for a Supply Crate containing the Insulated Outfit Weave.

### 14 Deliver Pigment sets to Sekuli Song’s Edge

At this point you should have obtained every available Pigment, so bring them back to Song’s Edge and give them to Sekuli atop the scaffolding overlooking the settlement in exchange for all three Pigment Reward Boxes. Each box contains one piece of Bluegleam; in addition, Box III holds the Painted Weapon Coil.

### 15 The Survivor White Teeth Chieftain (Keener’s Rock) OR Ikrie (West of Control Tower 07)

On the way to Keener’s Rock, eliminate Control Tower 06 and pick up Animal Figure 1 from the nearby fireplace. Completing this quest will unlock Ikrie’s challenge at the Snowchants Hunting Ground.

### 16 Clear the Snowchants Hunting Trials Snowchants Hunting Ground

After completing the Side Quests, “For the Werak” and “The Survivor,” you’ll have access to the Chieftain’s Trial and Ikrie’s Challenge. Earn Blazing Sun marks in all three standard Trials and you’ll receive the Snowchants All First Place Reward Box, which contains two Bluegleam and the Veteran’s Weapon Coil; achieve the same for Ikrie’s Challenge and you’ll be given an Extraordinary Reward Box containing the Survivor’s Outfit Weave. Before you leave, collect the three Bluegleam caches in the mountains northwest of the Hunting Ground. On your way back to Song’s Edge, collect the single Bluegleam cache near the stand of trees directly south of the Hunting Ground.

### 17 Frontier Justice Inatut (Song’s Edge)

On your way to the Cold-Shear, head due west from Song’s Edge and collect the three Bluegleam caches on the forested hillside due south of a Campfire. Next, travel north past the Campfire and collect Animal Figurine 3 from the windowsill in the southwest corner of one of the Old World buildings along the road south of the Charger Site. From here, make your way north past a Scorcher Site to the unmarked Banuk encampment along the road southwest of the Deep Din and pick up the Warrior’s Outfit Weave near the center of the camp. Continue northwest into the mountains and collect the last five Bluegleam caches on the snow-covered mountainsides beyond the road, then return to the road and follow it west to the Cold-Shear.

### 18 Waterlogged Laulai (Longnotch)

Before you enter the Greycatch, pick up Animal Figurine 2 from the windowsill of the southernmost pump house on the east side of the spillway below the dam, then loot the Bluegleam cache just northeast of the Campfire by the road on the hillside directly across the spillway from the Animal Figurine’s location. After completely draining the water from the Greycatch interior, solving the optional plumbing puzzle on the bottom level of the facility will grant access the Drummer’s Weapon Coil.

### 19 Deliver Animal Figurines to Enjuk Enjuk (Montana Recreations Building)

Now that you’ve collected every available Animal Figurine, make your way to the Old World gift shop and trade them in for the full set of Figurine Reward Boxes. Each box contains a piece of Bluegleam; in addition, Box III holds the Hidebound Weapon Coil. Hollow Hall is located in the Montana Recreations building a short distance northeast of the Greycatch.

### 20 The Hunters Three Burgrend (Song’s Edge)

If you’ve followed the Progression Guide to this point, you’ll have already disabled all of the Control Towers in the machine sites you’ll visit during this quest, making the encounters far less dangerous; you should also have unlocked all of the Campfires near these areas, enabling you to Fast Travel from one location to the next. The reward box you’ll earn from this quest contains the Untested Weapon Coil.

### 21 Firebreak Ourea (Longnotch)

In order to obtain all of the Collectables in the Firebreak facility, you’ll need to explore both routes to the Cauldron entrance: Aratak’s path will get you the Heat Sink Outfit Weave, while Ourea’s path takes you past a couple of Datapoints.

### 22 The Forge of Winter Automatic (Firebreak Facility)

This Side Quest will automatically begin when you override and enter the Cauldron door inside the Firebreak facility.

### 23 Out of the Forge Automatic (Ourea’s Retreat)

This Errand will start automatically upon completion of the Side Quest, “The Forge of Winter.” The reward box you’ll receive for fulfilling every objective contains the Pristine Weapon Coil.





# Optional Dialog and Encounters

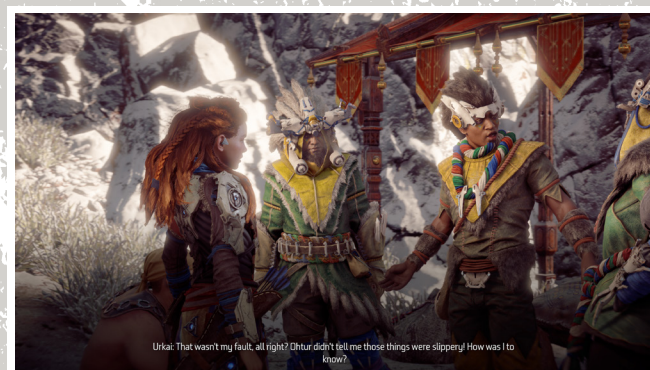
Many of the choices made throughout the game can have an impact on the conversations you'll have at key moments. Here you'll find the necessary steps to unlock these additional bits of dialog, some of which reveal additional details about the plot.

## THE SURVIVOR

- After completing the Quest, you can talk to Mailen again. What she says differs depending on the choice made in the Flashpoint with the White Teeth Chieftain.

## WATERLOGGED

- After completing this Quest, Gildun can be encountered again in Song's Edge.
- If you've started both "Waterlogged" and "Firebreak," Gildun can be encountered in Longnotch. He'll have some different things to say depending on whether you've already met him in Song's Edge.



## THE HUNTERS THREE

- After completing this Side Quest, the three hunters can be encountered again with Ohtur at Daytower.

## FRONTIER JUSTICE

- After completing the quest, you'll have three possible chances to encounter Inatut again, depending on the choice made in the Flashpoint:
  - If you chose the **Aggressive** option, Inatut will appear before the final battle at Meridian.
  - If you chose the **Analytical** option, Inatut can be encountered again in Song's Edge, where he retells his deeds.
  - If you chose the **Compassionate** option, Inatut and Kopilai can be encountered again in Song's Edge.
- After completing the Quest, you can return to the Carja Camp for a final conversation with Fuhrani.



## INTO THE FROZEN WILDS

- If you picked up this Quest from Rhavid on the road to Meridian, then Rhavid can be encountered again in the same spot after completing "The Forge of Winter."
- There's a possible conversation with Sylens upon first entering the Cut, but it will only happen if you've already completed the Main Quest "Maker's End" and talked with Sylens. There are small differences in the conversation if you have completed either "A Moment's Peace" or "Acquired Taste" and met a Banuk shaman before. Some small dialog differences occur depending on your exact progress within the story. If you've completed "Deep Secrets of the Earth" and "The Terror of the Sun" then some of Sylens' answers will change, and as you complete more of the Main Quest, including "The Heart of the Nora" and "The Mountain That Fell," there will be smaller, more revealing changes to the conversation.



## THE FORGE OF WINTER

- After completing this quest, Aratak will appear before the final battle at Meridian. If you've also fulfilled the criteria for Inatut (in "Frontier Justice") and Aluki ("A Moment's Peace") they will be beside Aratak and he'll reference them.



- If you've already completed the Main Quest "Maker's End," then Sylens will contact Aloy again after completing The Forge of Winter. You'll only hear the part about Sylens' past if you chose the **Sylens** option during the Flashpoint with Ourea in the Side Quest "Firebreak" (just before starting the assault on Thunder's Drum.) Sylens and Aloy's discussion of Hephaestus changes depending on your progress in the story. To hear the most revealing version you'll need to have completed the Main Quest "The Heart of the Nora."

- There's a possible optional dialog with CYAN during the conversation which takes place after completing "The Forge of Winter." If you've completed the Main Quest "Maker's End," the option to inquire about **Ted Faro** and **Elisabet Sobeck** becomes available. The Flashpoint choice made regarding CYAN's future relationship with the Banuk will influence her dialog when you return to speak with her after enough time has passed. Returning to CYAN after having completed the Main Quest "Deep Secrets of the Earth" unlocks new dialog options concerning Project Zero Dawn and Hephaestus' core programming.

- The conversation with CYAN can include optional dialog concerning "Hephaestus and the signal," providing you've done the following things:
  - Spoken with CYAN after having completed the Main Quest "Deep Secrets of the Earth" and uncovered important plot points.
  - Spoken with CYAN once more after having completed the Main Quest "The Heart of the Nora." The option to ask about Hephaestus and the signal will now be available.

- There's a bonus conversation with CYAN regarding GAI'A's fate if you've completed the Side Quest "A Moment's Peace" and exhausted all other dialog options. Speaking with CYAN after having found two or more Machine Flowers will unlock one final dialog option, once all other choices have been exhausted.





## REGION GUIDE

With its misty, picturesque terrain, the Cut seems to invite exploration in a way that no other region in Aloy's world so far has. It's densely packed with Old World ruins and it sparkles with the promise of Bluegleam. Here we'll archive all of these locations and treasures and make each one as easy to track down as possible.



# ABOUT THIS CHAPTER

The Cut is a brand new region in The Frozen Wilds and is as packed with interesting things to find and use as any region in Horizon Zero Dawn. This chapter lists all collectables in order and makes them as easy to find and check off as possible.


## DATAPPOINTS

Datapoints are digital remnants of the ancient world, and will reveal the secret history of this beautiful, frozen region. Unlike Collectables or Bluegleam, you won't find them on any map in the game, so for those who want to find them all the following pages will be very useful. Use the checklist here, arranged exactly as it is in the Datapoints menu in-game, to choose one you're missing and head straight to the page shown for it, where you'll find a description of how to get to it and a screenshot to make finding it even easier.

## DATAPPOINT EXCEPTIONS

If you fail to collect them during "The Forge of Winter" Quest, then the following Datapoints can be found in the Thunder's Drum control room, overlooking the Cauldron entrance:


- Creatures of Terror (Q12)
- MIE Assessment (Q10)
- Blast from the Past (Q13)
- Last Goodbye (A22)
- CYAN Access (Q04)
- Induced Coma (A23)
- The Swarm (A24)



### AUDIO DATAPPOINTS

A25

01	02	03	04	05	06	07	08	09	10	11	12	13
P.179	P.179	P.179	P.179	P.179	P.179	P.179	P.179	P.180	P.180	P.180	P.180	P.180
14	15	16	17	18	19	20	21	22	23	24	25	
P.180	P.180	P.180	P.181	P.181	P.181	P.181	P.181	P.181	P.181	P.181	P.182	



### TEXT DATAPPOINTS – WORLD

W13

01	02	03	04	05	06	07	08	09	10	11	12	13
P.182	P.182	P.182	P.182	P.182	P.182	P.183	P.183	P.183	P.183	P.183	P.184	P.184



### TEXT DATAPPOINTS – QUESTS

Q14


01	02	03	04	05	06	07	08	09	10	11	12	13
P.184	P.184	P.184	P.184	P.185	P.185	P.185	P.185	P.185	P.185	P.185	P.185	P.185
14												
P.185												



### HOLOGRAM DATAPPOINTS

H03

01	02	03
P.186	P.186	P.186



### PIGMENTS

Set 2

SET 1			SET 2			SET 3		
01	02	03	01	02	03	01	02	03
P.186	P.186	P.186	P.186	P.186	P.186	P.186	P.186	P.186

### Spoiler Level

This chapter doesn't directly reveal any spoilers, but it will certainly spoil item locations and reveal some of the key places within the Cut. If you're sensitive to spoilers it's best to come back after you've gone through all of the Side Quests The Frozen Wilds has to offer.

## COLLECTABLES

There are two types of Collectables in The Frozen Wilds: Pigments and Animal Figurines. The pages that follow will show the precise locations of each one using a combination of a map, a short description and a screenshot to ensure clarity. Find the one you're looking for on the map—they're placed here more accurately than on the Collectable Maps that you can purchase from Merchants in the game—and then head to the Pigments or Animal Figurines pages to find the description of how to get there and a screenshot showing it's exact location. Pigments start on P.186 and Animal Figurines start on P.186.

## BLUEGLEAM

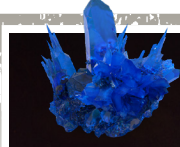
Bluegleam is needed to buy the very best goods the Banuk have to offer, and you'll be needing plenty of it. You should purchase the Bluegleam Map from the Banuk Goods Merchant in Song's Edge as soon as you have the required Badger Bone and Goat Skin. This map will help you to find the general location of each Bluegleam formation, but it's not going to reveal all of their exact positions. The pages that follow will, however: there are 100 Bluegleam in total to acquire, and 42 can be found as formations on machine carcasses in the Cut (including the one in the Drone Hangar that isn't on the in-game Bluegleam Map), and for each one you'll find a screenshot and a short description of how to find it. Purchasing everything possible with Bluegleam requires the full 100, with not a single one to spare, so you really do need to find them all.



### ANIMAL FIGURINES

MR

01	02	03	04	05	06
P.187	P.187	P.187	P.187	P.188	P.188



### BLUEGLEAM

29

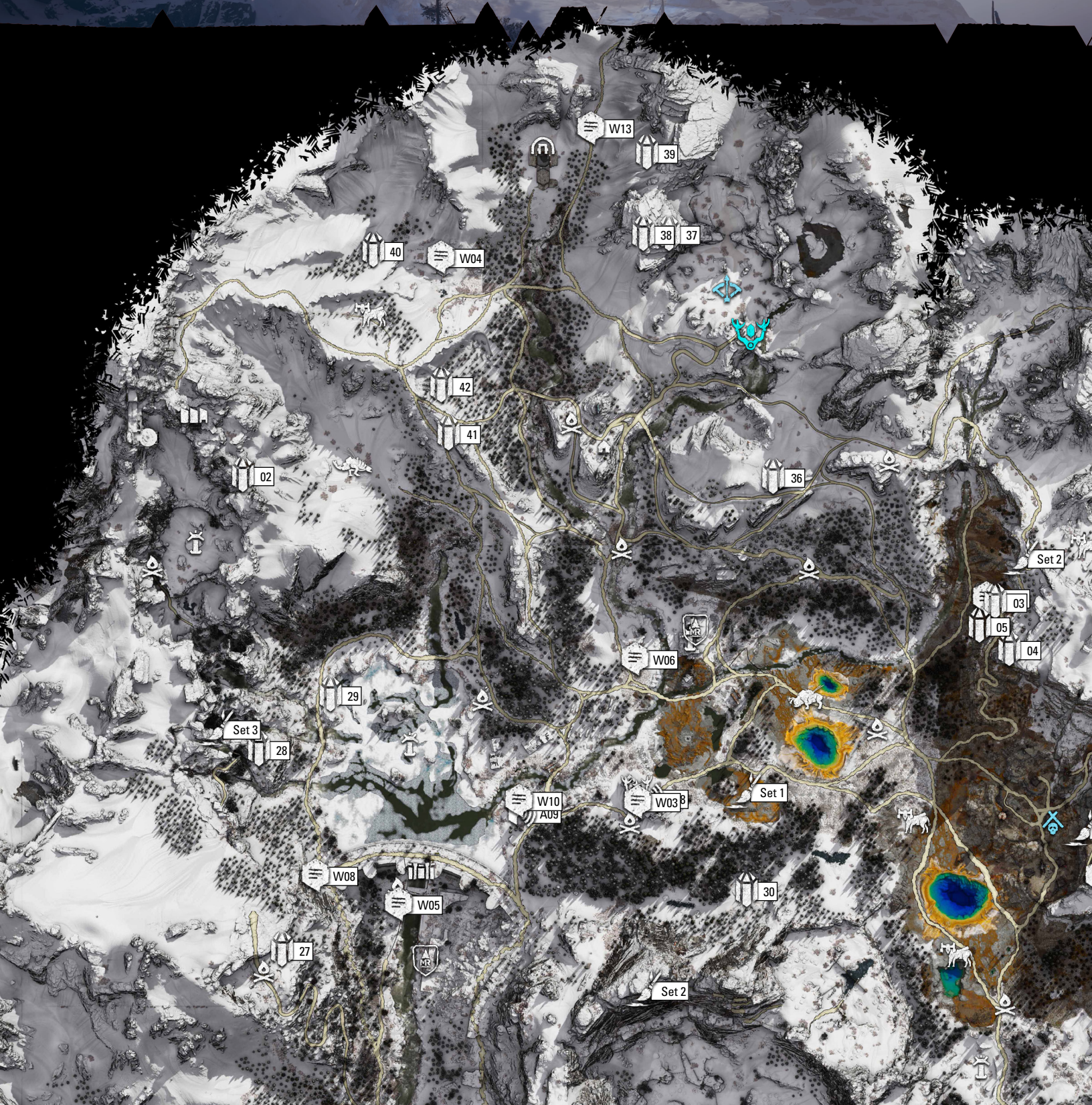
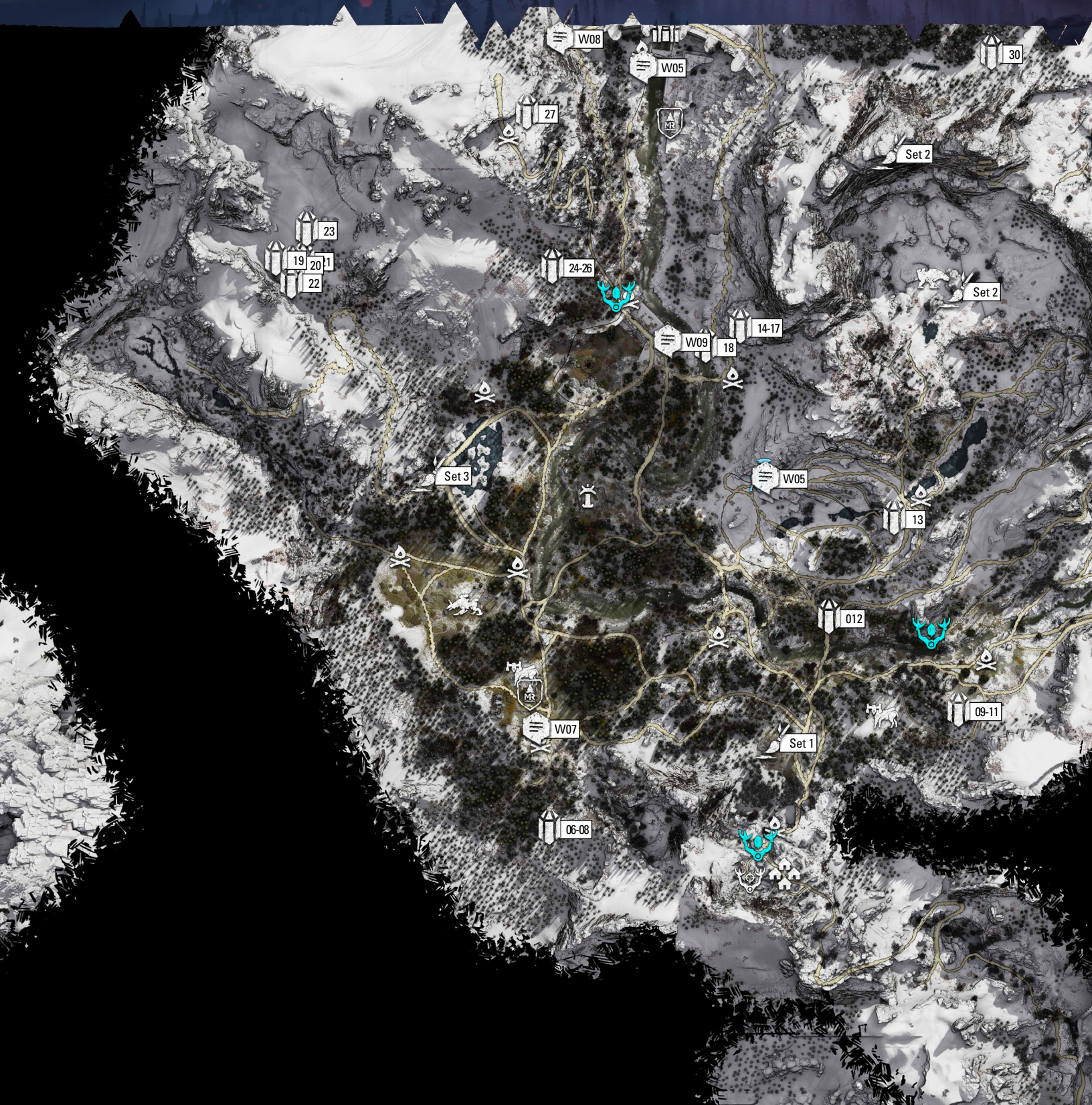
01	02	03	04	05	06	07	08	09	10	11	12	13
P.188	P.188	P.188	P.188	P.188	P.188	P.188	P.188	P.189	P.189	P.189	P.189	P.189
14	15	16	17	18	19	20	21	22	23	24	25	26
P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189	P.189
27	28	29	30	31	32	33	34	35	36	37	38	39
P.189	P.189	P.190	P.190	P.190	P.190	P.190	P.190	P.190	P.190	P.190	P.190	P.190
40	41	42										
P.190	P.190	P.191										

### Bluegleam Amount

Acquired From	
42	Looted from formations on Machine Carcasses
4	From Bluegleam Boxes sold by the Mystery Box Merchant in Meridian
3	Reward Boxes for trading in sets of Pigment to Sekuli
6	Reward Boxes for trading in Animal Figurine to Enjuk
2	A Large Supply Crate in Stone Yield Bandit Camp
2	From the All First Place Reward Box at Snowchants Hunting Grounds
41	From Quest Rewards (Frozen Wilds Quests and Errands only)












# DATAPPOINTS



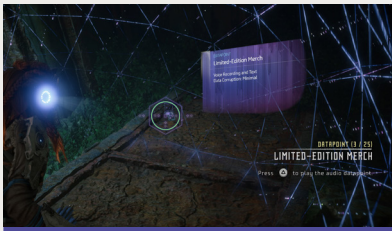
**A01**  Audio


**Secret Show** On a chair in the control room inside the Greycatch dam facility, accessible during the “Waterlogged” Side Quest.




**A02**  Audio


**Dam Family** During the “Waterlogged” Quest, after closing the first sluice gate you’ll jump across a suspended platform. Cross the series of beams and the Datapoint can be found on the inside of the platform here.



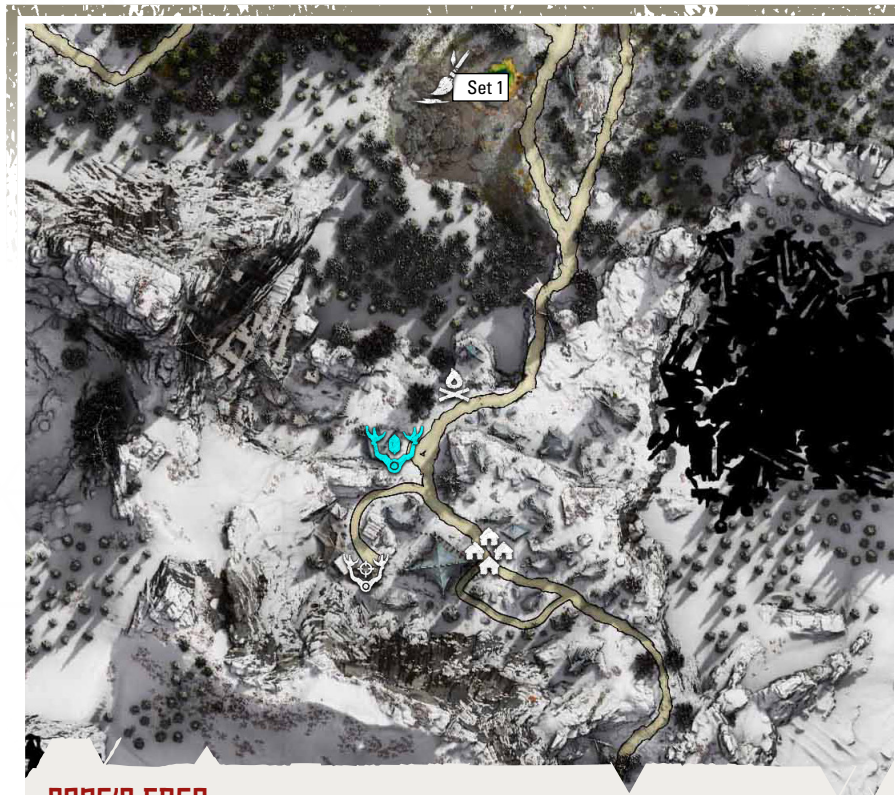
**A03**  Audio

**Limited-Edition Merch** Once you’ve defeated the Snapmaw inside Greycatch during the “Waterlogged” Quest, you’ll find this Datapoint lying beside the turbine device closest to the door leading out of the area.



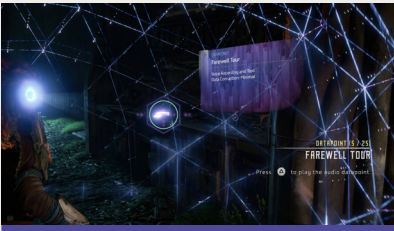
**A04**  Audio


**Compensatory Damages** After solving the waterflow puzzle in the “Waterlogged” Quest, head through the now-open door and this Datapoint will be on your right as you exit the short passageway.



## SONG'S EDGE

A rare respite from the harshness of the Cut, this sheltered southern perch has been used by the nomadic Banuk as a meeting point for generations. During the recent conflict with the Carja, it was a front-line battle camp, the cliffsides painted with dire warnings and bloody images. Those are now gone, if not forgotten, and with the influx of outlanders into the region, the site is now occupied year-long as a trading post.



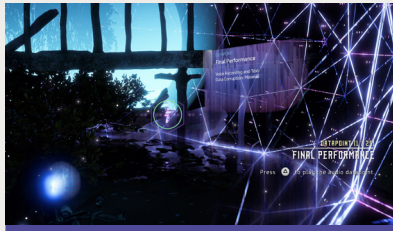
**A05**  Audio


**Farewell Tour** Inside the storage area accessible from the main control room once you’ve secured the missing emitter during the “Waterlogged” Quest. It’s on a desk just left of the doorway as you step inside.




**A06**  Audio


**I Understand, Mr. Blevins** After entering the Drone Hangar in the Errand “A Secret Shared” and solving the Holo Lock puzzle, you’ll find this Datapoint in the storage room you’ll climb down into.



**A07**  Audio

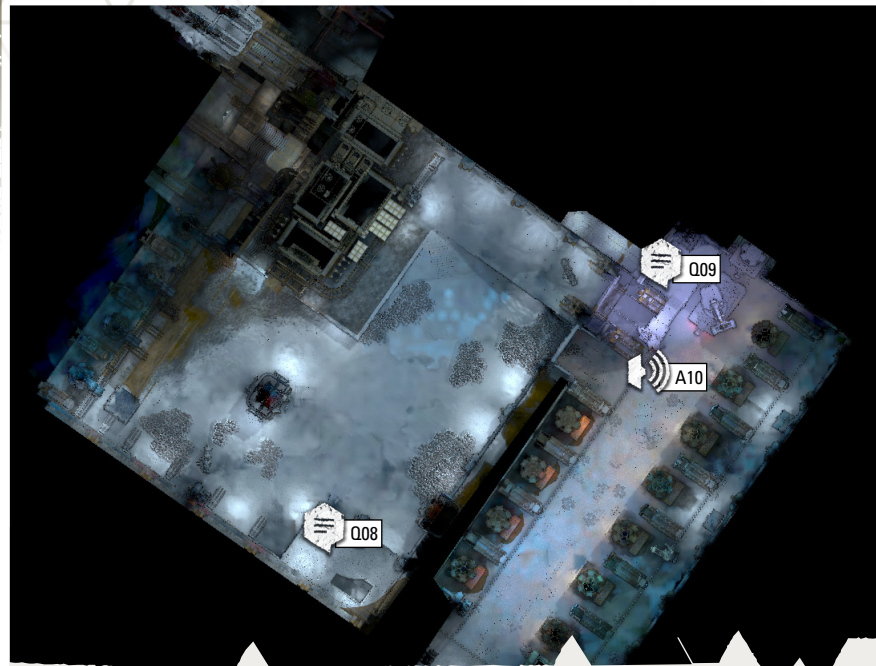
**Final Performance** After draining the water from Deep Din during the “Waterlogged” Side Quest, you’ll gain access to the basin entrance. You’ll find this Datapoint directly behind you as you descend the second ladder and reach the bottom.



**A08**  Audio

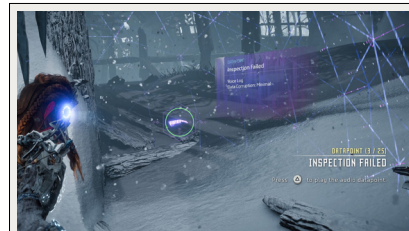
**Visitor Center** Inside the Montana Recreations Center located northeast of Greycatch, you’ll find it resting on a small rack near the back of the building.





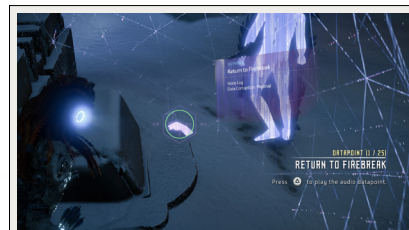
## BATTERY FACILITY

The freezing temperatures in the eastern stretch of the Cut often encase these Old World ruins in ice, creating a forbidding impasse. But Ourea, supposedly lead by the Blue Light of Banuk shamanic wisdom, is said to have found a way into the great halls beyond. The specifics of this rite of passage are a carefully guarded secret.



A09 Audio

**Inspection Failed** In a large Old World wooden lodge located north of the Greycatch facility. It's the structure positioned to the south of the small river dividing the area. You'll also find the "Proposal Approved!" Datapoint in this building.



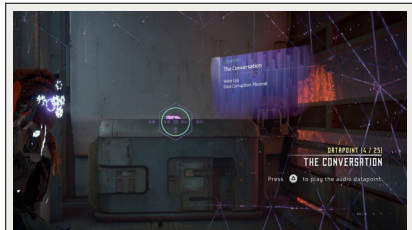
A10 Audio

**Return to Firebreak** After entering the battery facility at the base of Thunder's Drum, this Datapoint will be on your left before the crane-like machine.



A11 Audio

**Geothermal Suspension** Next to one of the giant geothermal pillars in the room where you encounter a Daemonic Behemoth during the "Firebreak" Quest. You'll have to clear Aratak's path in order to reach this Datapoint, but keep in mind that it's possible to backtrack and explore both paths in the course of a single playthrough.



A12 Audio

**The Conversation** You'll get this Datapoint in the Thunder's Drum facility. It will be on the floor to the left after exiting the control tower that overlooks the Cauldron Door.



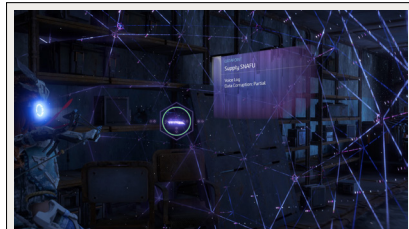
A13 Audio

**Excessive Secrecy** In the facility on Thunder's Drum, if you take Ourea's path to the Tower you'll find this Datapoint on your left after reaching the door that leads to your objective.



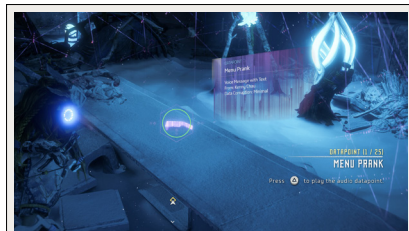
A14 Audio

**Firebreak Upgrades** During the "Shaman's Path" Quest, the mountain trail following the Frostclaw encounter will take you into an Old World facility. This Datapoint is on a railing not far from the facility's entrance.



A15 Audio

**Supply SNAFU** A little further into the Old World facility in the "Shaman's Path" Quest, you'll find this Datapoint on a shelf in the first side room directly to your left as you enter the large chamber with the locked door.



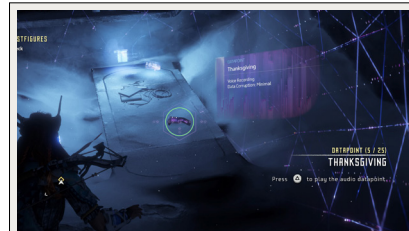
A16 Audio

**Menu Prank** Upon entering the Old World facility and walking down a set of stairs in "The Shaman's Path" Quest, you'll see an open door to the left. This Datapoint is on a table inside the door.



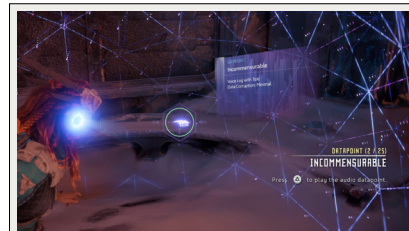
A17 Audio

**OMG Blevins** In the Old World facility in "The Shaman's Path" Quest, you'll need to crawl through a vent to access the power node puzzle. This Datapoint is on the workstation to your left just after emerging from the vent.



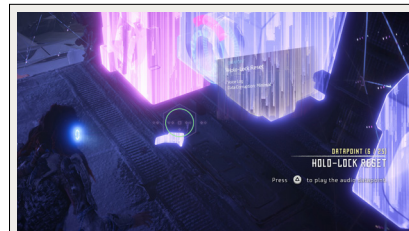
A18 Audio

**Thanksgiving** In the Old World facility in "The Shaman's Path" Quest, as you enter the large room with the locked door, there's an open doorway directly to your right, facing the opposite direction from which you entered. Enter the room to find this Datapoint sitting on a table.



A19 Audio

**Incommensurable** In the Control Room of the Old World facility where you first encounter Ourea during "The Shaman's Path" Quest, this Datapoint can be found on the long desk by the window.



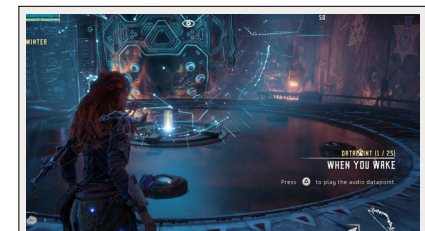
A20 Audio

**Holo-Lock Reset** In the Drone Hangar in the Errand "A Secret Shared", you'll move a drone transport pad, climb up and be faced with a Holo Lock puzzle. This Datapoint is on the ground, underneath the Code Nexus terminal.



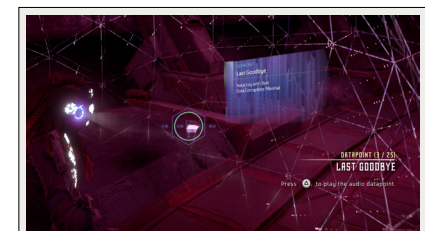
## DRONE HANGAR

Shamans of the Cut speak among themselves of a 'nest of metal birds' in the north, ripe for the plundering of ancient artifacts. Though after years it has become something of an open secret, and much depleted of artifacts, recently several shamans and apprentices have not returned from it.



A21 Audio

**When you Wake** Received after speaking to CYAN at Ourea's Retreat following your escape from Thunder's Drum during the "Forge of Winter" Quest. Exhaust her dialog relating to Firebreak.



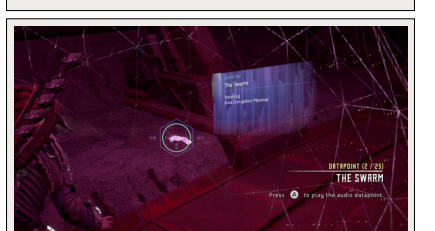
A22 Audio

**Last Goodbye** Inside Cauldron Epsilon, after Aratak uses his weapon to destroy the third large barrier, you'll spot this Datapoint on the floor near the left wall as you step through the newly created entrance.



A23 Audio

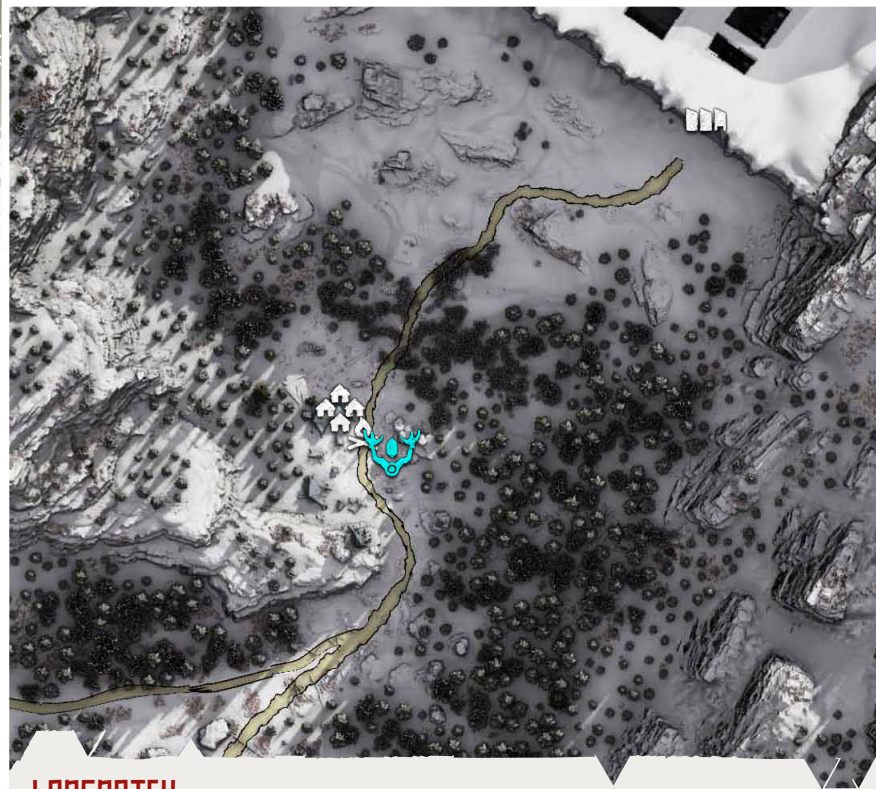
**Induced Coma** In the "Forge of Winter" Quest you'll enter Cauldron Epsilon. After Aratak and Ourea have used their weapon to remove the first large barrier you'll find this Datapoint in front of the next door.



A24 Audio

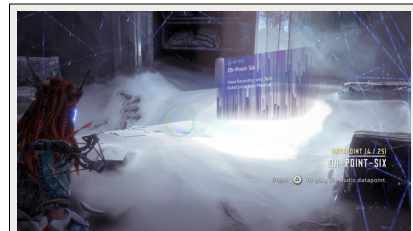
**The Swarm** Inside Cauldron Epsilon, after Aratak and Ourea have used their weapon to remove the second large barrier you'll find this Datapoint on the floor on the other side.





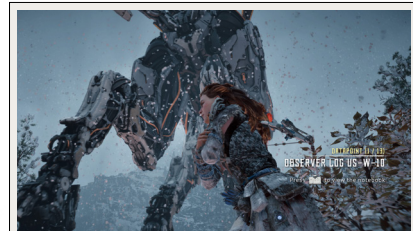
## LONGNOTCH

The easternmost campsite in the Cut, at the edge of the Chieftain's Drift, this small collection of tents is used as a staging area for attempts on the mountains ahead. The camp springs into brief life whenever there are shards to be made off weraks preparing for an expedition, then empties again with their passing.



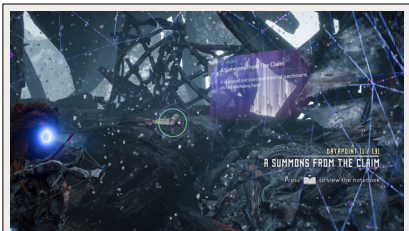
### A25 Audio

**Oh-Point-Six** In the Old World facility in "The Shaman's Path" Quest, as you enter the large room with the locked door, the second open door on the right side leads to a small room in which you'll find this Datapoint.



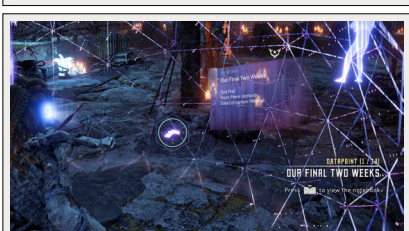
### W01 Text

**Observer Log US-W-10** Acquired after overriding the Frostfigures Tallneck and rappelling down from its head.



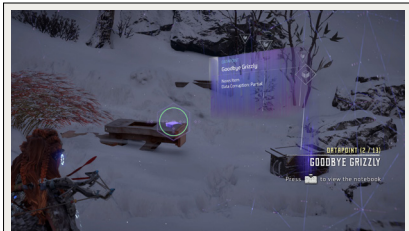
### W02 Text

**A Summons from the Claim** You'll find this Datapoint next to a supply crate in the main storehouse tent of the StoneYield bandit camp. It's the large pointy structure overlooking the area in which the confrontation with Ohlgrud took place.



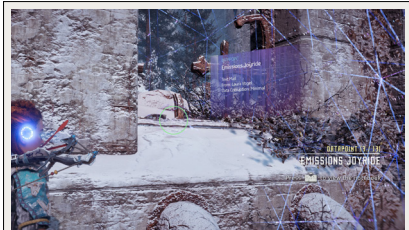
### W03 Text

**Our Final Two Weeks** Inside the Montana Recreations building, close to Enjuk the Animal Figurine Collector.



### W04 Text

**Goodbye Grizzly** Starting at the entrance to the Drone Hangar, head southwest along the tree line and across the two small ice lakes. Head up the grassy hill and swing north to avoid the Sawtooths and find this Datapoint by a Supply Crate in top pf a buried structure.



### W05 Text

**Emissions Joyride** Approach the Greycatch dam from the south, via the east bank, and look inside the cars by the outer wall of the ancient facility and north of the Montana Recreations building.



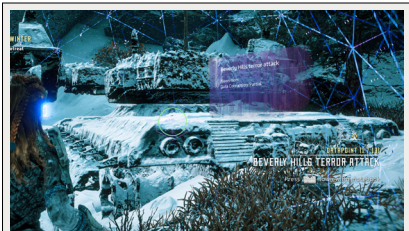
### W06 Text

**Yellowstone Sux** You'll find this Datapoint on one of the seats inside the remnants of an Old World school bus, near the road directly west of Control Tower #??



### W07 Text

**Park Status** This Datapoint is resting on a log inside the remnants of an Old World park cabin that has been partially reclaimed by nature, right next to a campfire directly northwest of Song's Edge.



### W08 Text

**Beverly Hills Terror Attack** This Datapoint rests on top of an Old World tank, at the western edge of the upper dam structure above the Greycatch facility entrance.



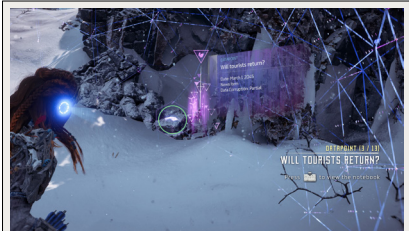
### W09 Text

**Return to Singapore** Downriver from the Greycatch facility entrance and directly across the small bridge overlooking the Deep Din basin, you'll find the remnants of an Old World building. There's a rusted car wreckage directly outside of this structure on which this Datapoint rests.



### W10 Text

**Proposal Approved!** North of the Greycatch dam, sitting on a wooden beam inside of an Old World lodge. This is the building located on the south side of the small river which runs through this area. You'll also find the "Inspection Failed" Audio Datapoint here.



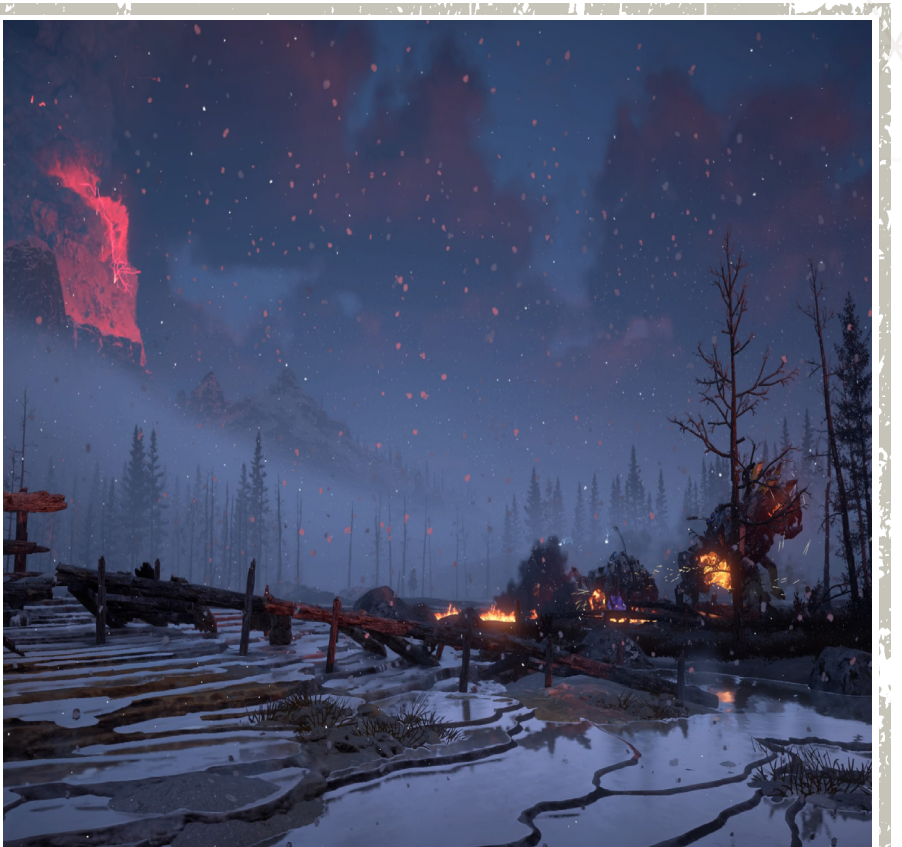
### W11 Text

**Will Tourists Return?** Inside the ruin of the arch located on a road southeast of Song's Edge, half way to Longnotch. Crawl through the small entrance and you'll find it nestled in the corner, next to the Animal Figure 6 collectable.

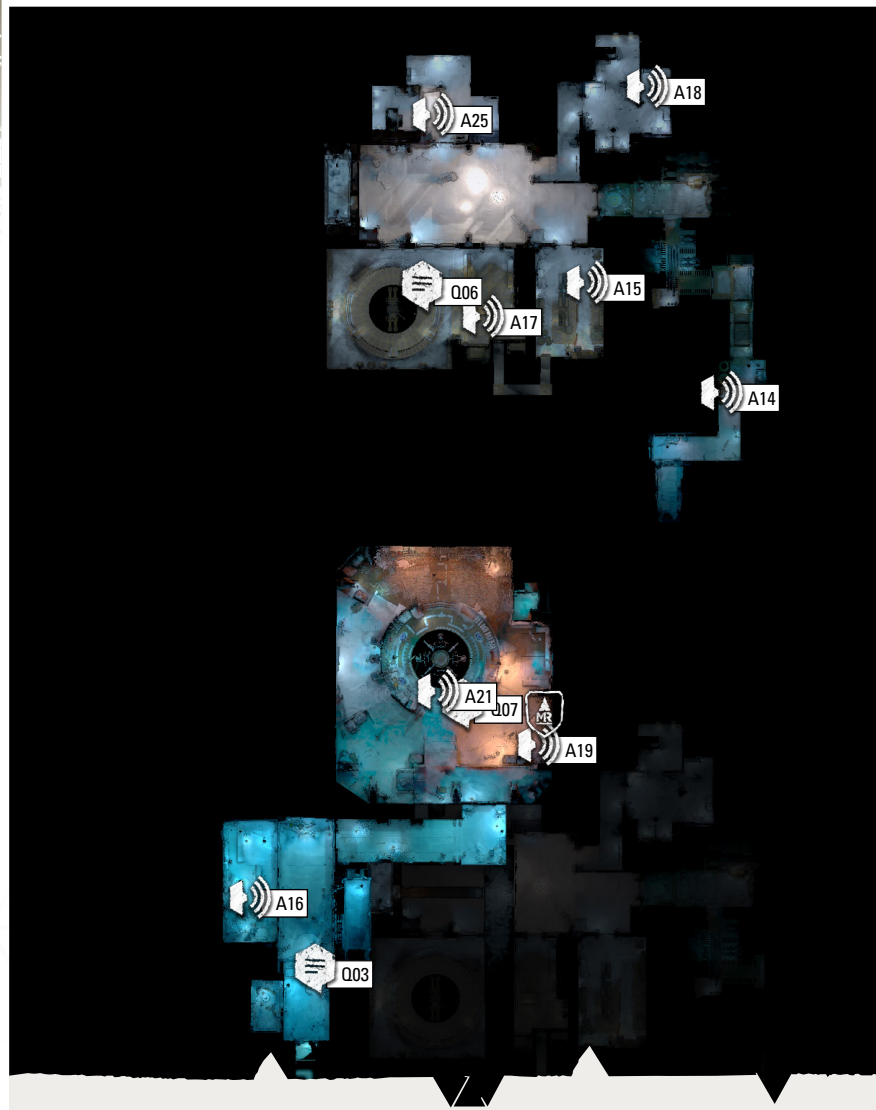


## KEENER'S ROCK

A shelter from the blizzards driven down off of Ban-Ur's glaciers and into the Cut, this small camp is occasionally used by weraks traveling in and out of the Banuk homeland. When it is unused, the winds can be heard whistling from its crags for miles: some say an omen of impending grief, others a call to rescue.

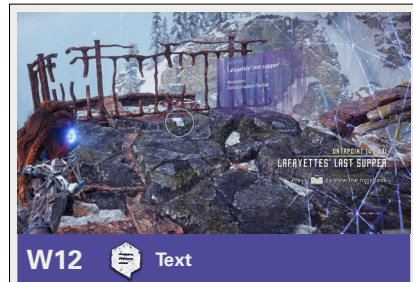




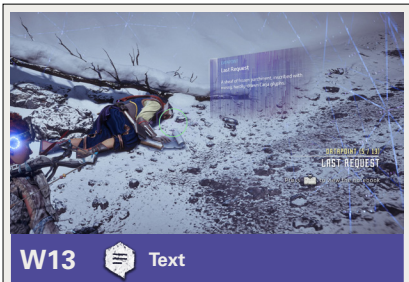


## OUREA'S RETREAT

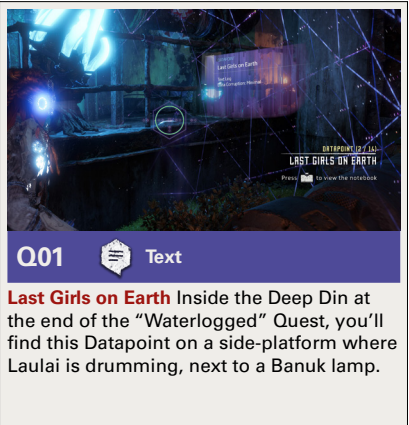
At the highest point of the Shaman's Path, a frozen Stormbird crystallized with Bluegleam and a remote ruin mark the end of the pilgrimage. Most take shelter outside the ruins for the night before beginning the trail back down, but during the Red Raids, Ourea claimed to have encountered a voice of the Blue Light within. She has returned often to meditate.



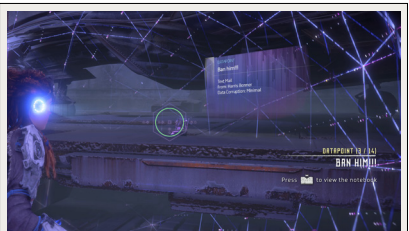
**W12** **Lafayettes' Last Supper** Located on a ruined Old World overlook, accessible through the rocky mountainous path directly north of the StoneYield Bandit Camp. It's right next to a Rappel point attached to a rusted metal beam. You'll also find a Bluegleam formation growing out of a Scrapper carcass nearby.



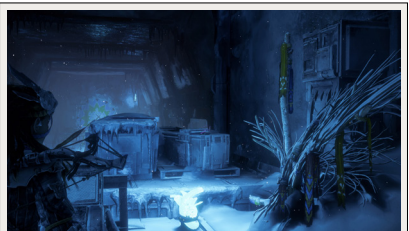
**W13** **Last Request** You'll find this Datapoint along the trail directly east of the Drone Hangar. It's resting next to the corpse of a dead Carja explorer and a fallen tree trunk, a bit before reaching the gates of Ban-Ur.



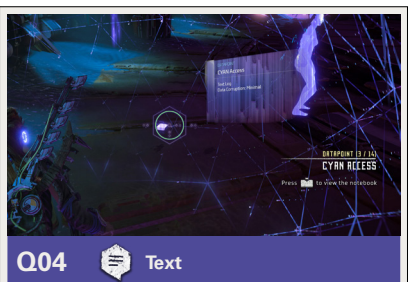
**Q01** **Last Girls on Earth** Inside the Deep Din at the end of the "Waterlogged" Quest, you'll find this Datapoint on a side-platform where Laulai is drumming, next to a Banuk lamp.



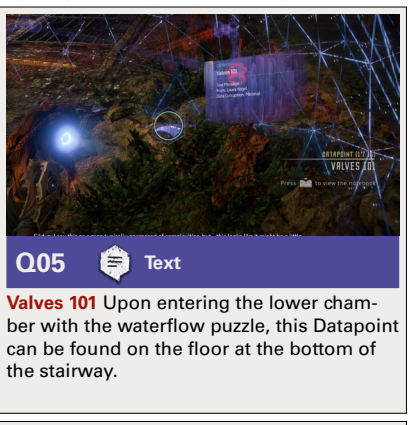
**Q02** **Ban Him!!!** After entering the Drone Hangar in the Errand "A Secret Shared", and reaching the second drone transport pad, you'll see this Datapoint on the pad itself to the right of the "metal bird".



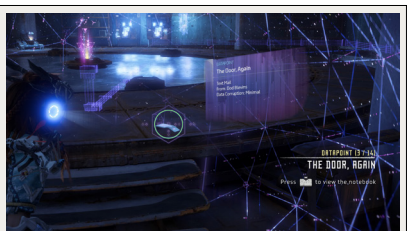
**Q03** **Stage 2 Complete** During "The Shaman's Path" Quest, you'll find this Datapoint sitting on a crate immediately after entering the upper part of the Old World facility.



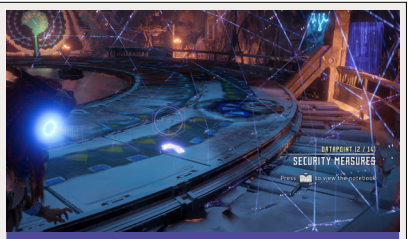
**Q04** **CYAN Access** Inside Cauldron Epsilon, after Aratak and Ourea have used their weapon to remove the third large barrier you'll find this Datapoint on the floor of the circular platform with the Source Node puzzle.



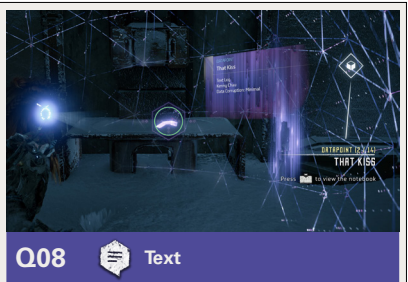
**Q05** **Valves 101** Upon entering the lower chamber with the waterflow puzzle, this Datapoint can be found on the floor at the bottom of the stairway.



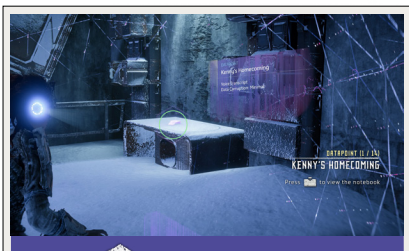
**Q06** **The Door, Again** In the Old World facility in "The Shaman's Path" Quest, you'll need to crawl through a vent to access the power node puzzle. This Datapoint is on the floor by the steps leading up the circular platform on which the puzzle takes place.



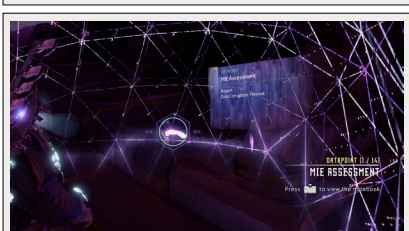
**Q07** **Security Measures** In the Control Room of the Old World facility where you first encounter Ourea during "The Shaman's Path" Quest, this Datapoint is on the circular platform where the puzzle takes place.



**Q08** **That Kiss** In the battery facility at the beginning of the "Firebreak" Quest, you'll find this Datapoint by a wall on the southeast corner of the large chamber populated by a few Daemonic machines, including a Bellowback.



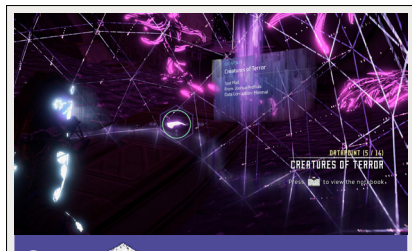
**Q09** **Kenny's Homecoming** After entering the battery facility at the base of Thunder's Drum, this Datapoint will be lying on a table after climbing the crane-like machine.



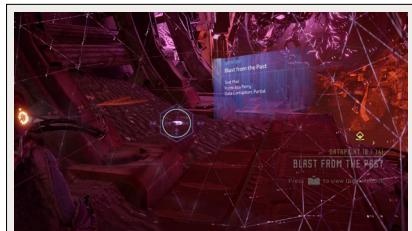
**Q10** **MIE Assessment** After Aratak and Ourea open the second door in Cauldron Epsilon you'll find this Datapoint on the floor just ahead.



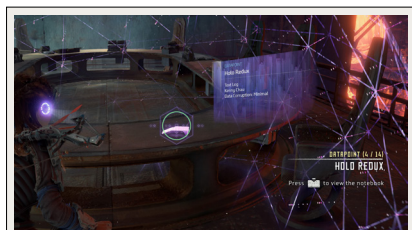
**Q11** **Incident Report 363-7** During the "Firebreak" Quest, if you decide to pursue Ourea's path when offered the choice, you'll find this Datapoint near the fence covered back wall of this large room. It's sitting on a crate, next to a sort of cooling machine coated in freezing mist.



**Q12** **Creatures of Terror** After overriding the first bridge during the "Forge of Winter" Quest and allowing Aratak and Ourea to regroup with you, look right and jump across the small gap opposite the objective marker. The Datapoint is located on the floor, at the end of this small tunnel overgrown with glowing purple tendrils.




**Q13** **Blast From the Past** Inside Cauldron Epsilon during the "Forge of Winter" Quest, this Datapoint can be found near the end of the tunnel you'll traverse after Aratak uses his weapon to destroy the third large barrier.



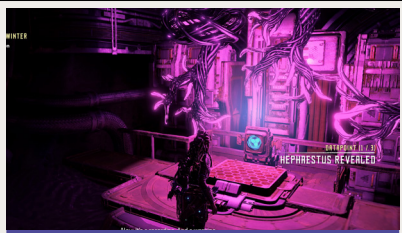
**Q14** **Holo Redux** You'll get this Datapoint in the Thunder's Drum facility. It'll be sitting on the left desk as you enter the control tower overlooking the Cauldron Door.





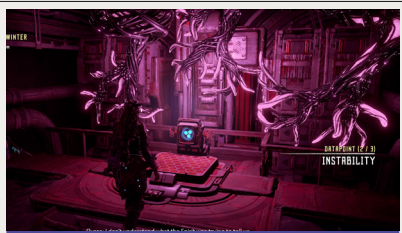
**H01** Hologram

**The Toast** You'll get this Datapoint in the Thunder's Drum facility upon activating the holo playback in the control tower.



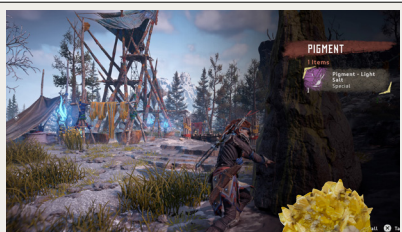
**H02** Hologram

**Hephaestus Revealed** In the "Forge of Winter" Quest, you'll enter Cauldron Epsilon. After Aratak and Ourea have removed the first large barrier you'll get this Datapoint from overriding the lock on the other side.




**H03** Hologram

**Instability** Inside Cauldron Epsilon, after Aratak and Ourea have used their weapon to remove the second large barrier you'll get this Datapoint from overriding the lock on the other side.



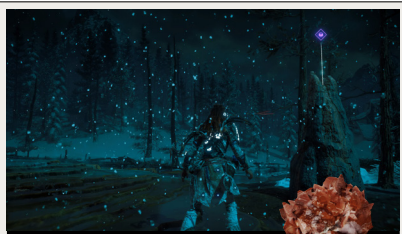
**Set 1** Pigment

**Light Salt** Southeastern corner of the smallest and northernmost of the three caldera west of the Stone Yield Bandit Camp.




**Set 1** Pigment

**Medium Salt** Follow the path that leads into Stone Yield Bandit Camp from the south, and once inside the camp you'll see a natural formation of stone steps on your right. Head towards the cliff edge to find this Pigment.



**Set 1** Pigment

**Dark Salt** Inside a geyser a short distance southwest of the central of the three caldera west of Stone Yield.



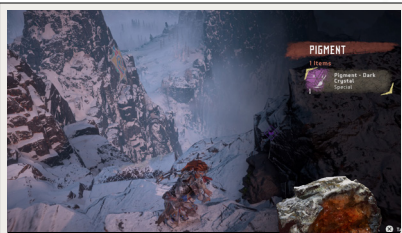
**Set 2** Pigment

**Light Crystal** Located atop the central spire of rock in the basin where the battle with three Frostclaws takes place at the end of "For the Werak."




**Set 2** Pigment

**Medium Crystal** If you follow the clifftop trail north of the Stone Yield Bandit Camp you'll pass some Bluegleam formations and eventually reach this Pigment high on the cliffside.




**Set 2** Pigment

**Dark Crystal** Located atop the highest peak of the ring of mountains bordering the basin where the Frostclaw battle occurs at the end of "For the Werak." Almost due north of the Light Crystal Pigment's location.



**Set 3** Pigment

**Light Oxide** Found in the waterfall grotto accessed by crossing the small wooden bridge after kicking loose the ladder and climbing it down during the "Shaman's Path" Side Quest.




**Set 3** Pigment

**Medium Oxide** Located on the northwest border of an icy lake, along the road leading to Longnotch.



**Set 3** Pigment

**Dark Oxide** Located next to the three-way intersection of the roads due west of Control Tower 01, near the Banuk settlement on the frozen lake.



**AF01** Figurine 1

**Animal Figurine 1** North of the Montana Recreations building, across the mudflats, you'll find a ruined wooden lodge now housing a Control Tower. Enter the structure and you'll spot this Figurine nestled inside what remains of the fireplace.



**AF02** Figurine 2

**Animal Figurine 2** Near the entrance to the Greycatch facility, on the eastern bank of the river at the base of the dam. You'll find this Figurine inside of one of the window frames of the old complex.



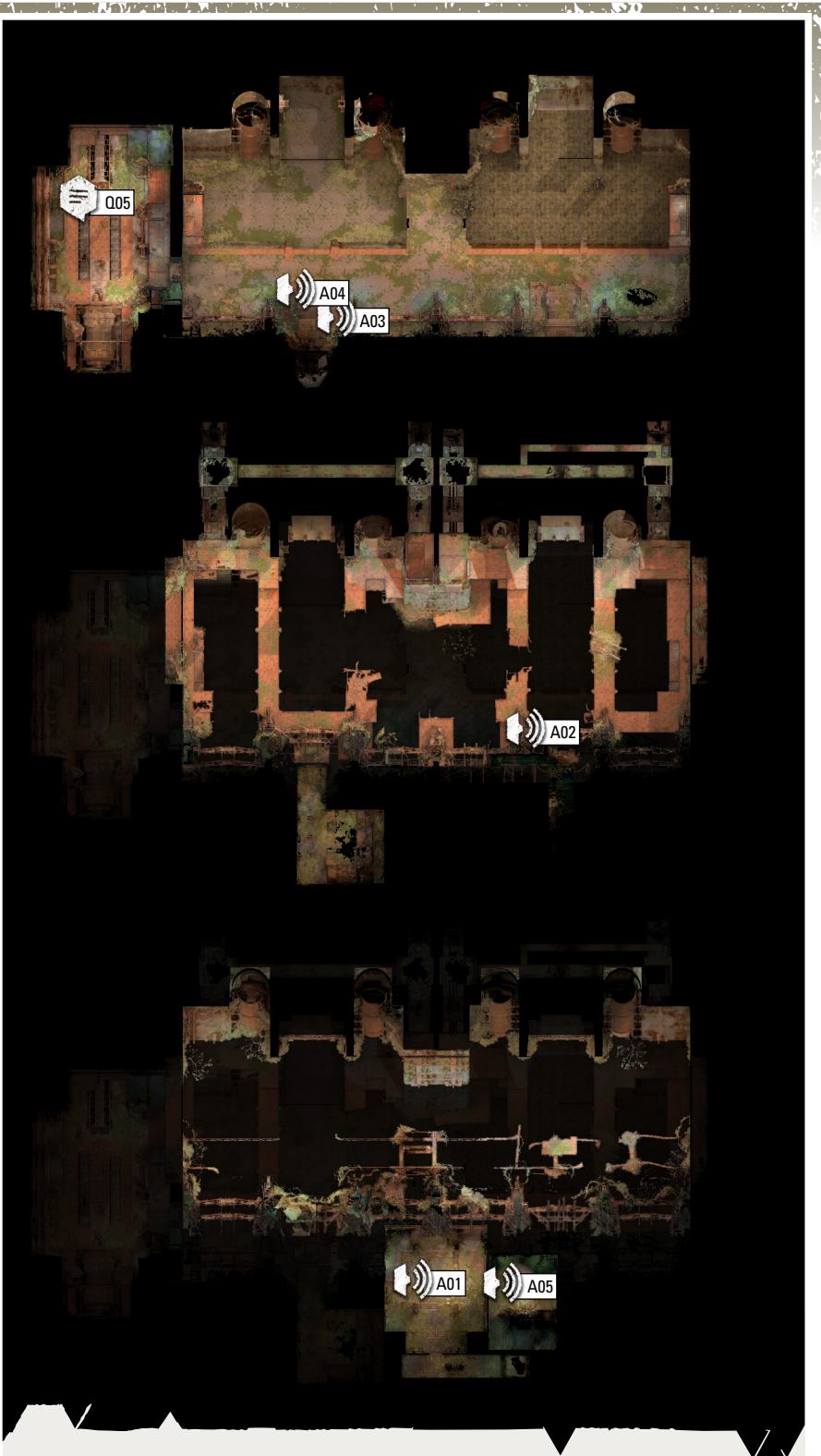
**AF03** Figurine 3

**Animal Figurine 3** To the northwest of Song's Edge, you'll come across a trio of Old World buildings near a campfire. This Figurine is located inside what remains of a red-bricked building, sitting on a window frame.



**AF04** Figurine 4

**Animal Figurine 4** In the Control Room of the Old World facility in "The Shaman's Path" Quest, this Figurine can be found on the long desk by the shuttered windows.



## GREYCATCH

The Old Ones left this wall of smooth stone to hold back the waters of the Greycatch Lake, and many Banuk travelers have marveled at its construction or left marks upon it in passing. Though often snowed over, a stone route connects the lake wall to the Deep Din, suggesting they were both part of some greater purpose.





## DEEP DIN

At the foot of the Greycatch, cut from the same stone, a ladder leads down into a great musical instrument, not unlike the tubular bells on Ban-Ur's distant mountains. Striking these pipes generates a low song that is echoed and amplified throughout the Cut. In wartime, the Din was sounded to warn of attack and rally Banuk warriors, but now, its mournful tones are used for remembrance.



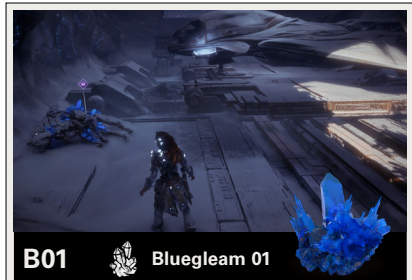
### AF05 Figurine 5

**Animal Figurine 5** After moving the drone in "A Secret Shared", jump up onto it then sprint and jump from its back left tail fin to land on the small ladder attached to the platform with the hologram.



### AF06 Figurine 6

**Animal Figurine 6** Located in a ruined Old World arch directly east of Control Tower 02 (with the Shell-Walkers, between Song's Edge and Longnotch).



### B01 Bluegleam 01

**Bluegleam 01** Just after entering the Drone Hangar at the very north of the Cut you'll see this formation on a carcass to your left.



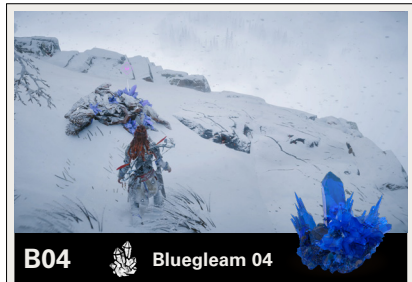
### B02 Bluegleam 02

**Bluegleam 02** As you near your goal of Ourea's Retreat in "The Shaman's Path" you'll pass this formation on a carcass along the path.



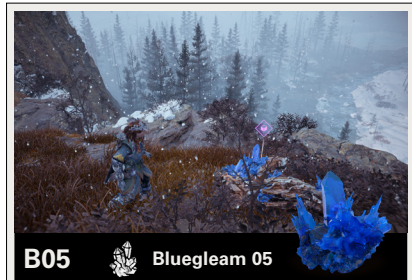
### B03 Bluegleam 03

**Bluegleam 03** This formation is located on the lookout area north of Stone Yield Bandit Camp, near the rappel point.



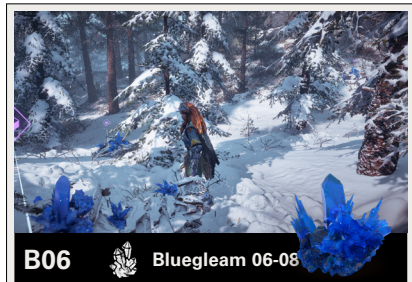
### B04 Bluegleam 04

**Bluegleam 04** Head further up from formation 03, north of the Stone Yield Bandit Camp, then turn to the south when you reach the trees to find this one on a carcass on the clifftop.



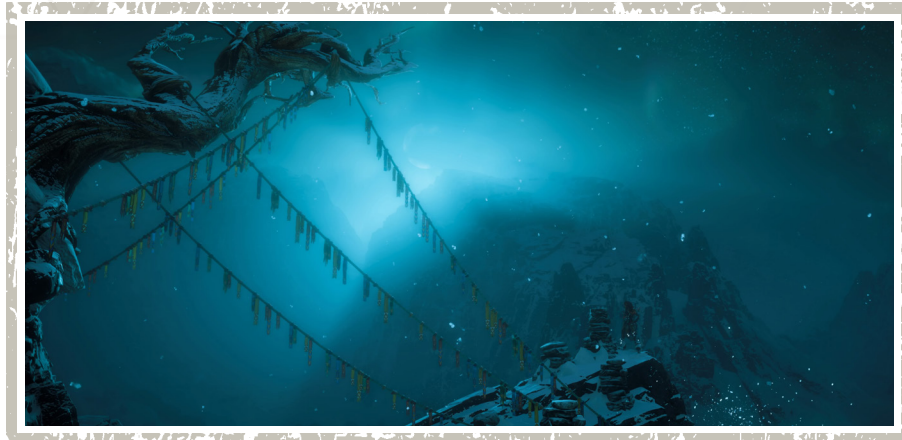
### B05 Bluegleam 05

**Bluegleam 05** To the north of Stone Yield Bandit Camp there's a forest. Follow the forest to its tip and you'll find ledges leading up a cliff at the top of which is this formation. There are more ledges on the cliff ahead leading to the overlook point and formation 03.



### B06 Bluegleam 06-08

**Bluegleam 06-08** These three Bluegleam formations are located together in the forest directly west of Song's Edge. Travel south from the Campfire west of Song's Edge to easily find them.



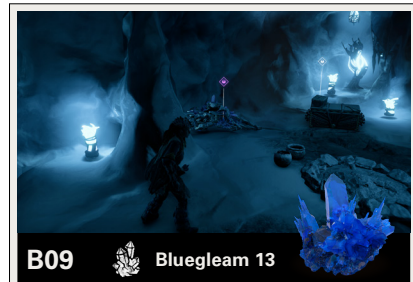
### B07 Bluegleam 09-11

**Bluegleam 09-11** These formations are located together atop a hill to the northeast of Song's Edge. There's a Campfire just north of their location.



### B08 Bluegleam 12

**Bluegleam 12** Located on a rocky hill north of Song's Edge. Follow the path north from Song's Edge and it will cross the river via a fallen tree, and the formation will be just ahead where the path splits.



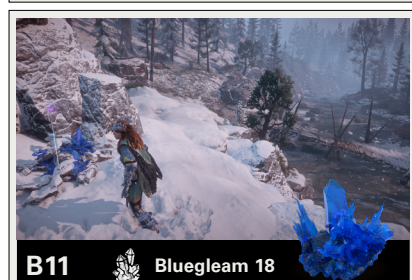
### B09 Bluegleam 13

**Bluegleam 13** This formation is in the cave with the Scorcher inside that you'll enter while searching for the Stabilizer when repairing the Tallneck



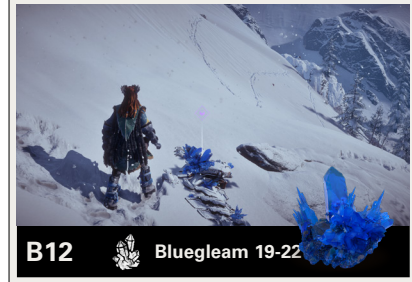
### B10 Bluegleam 14-17

**Bluegleam 14-17** Directly east of the bridge by the top of the Deep Din facility you'll find these four formations across the river on top of a cliff by a rappel point.



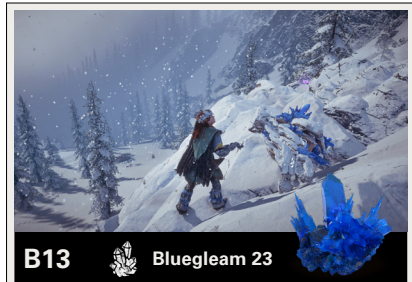
### B11 Bluegleam 18

**Bluegleam 18** This Bluegleam formation is by the side of the river between the bridge at the north of the Deep Din facility and the cliff where formations 13-16 can be found.



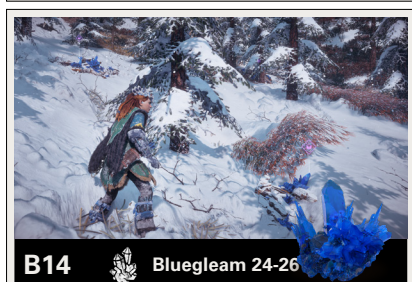
### B12 Bluegleam 19-22

**Bluegleam 19-22** These formations can be found by heading northwest from Control Tower 01 (where you met Naltuk) and going all the way to the end of the valley.



### B13 Bluegleam 23

**Bluegleam 23** This one is in the same area as formations 18-21, but just a little further north of those.



### B14 Bluegleam 24-26

**Bluegleam 24-26** Take the road leading north from Deep Din and you'll quickly encounter a Banuk Merchant. From his position turn west and head into the forest until you find these formations.



### B15 Bluegleam 27

**Bluegleam 27** Just before entering the cave system with the Ritualistic Markers in "The Shaman's Path", head off to the northeast, following the cliff line to find this formation.



### B16 Bluegleam 28

**Bluegleam 28** Head directly west from Control Tower 08, and follow the river on its south bank until you find a few toppled trees that make a crossing. Cross these and head up the cliff northwest to find this formation.





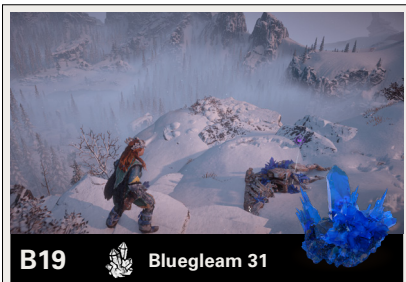
**B17** Bluegleam 29

**Bluegleam 29** Located directly northwest of Control Tower 08, this formation is by the rocky bank that surrounds the frozen lake.



**B18** Bluegleam 30

**Bluegleam 30** You'll find this Bluegleam formation next to a small frozen pool in the forest due east of the Greycatch.



**B19** Bluegleam 31

**Bluegleam 31** This Bluegleam formation sits atop a precipice in the cliffs on the north side of Control Tower 02, overlooking the tower.



**B20** Bluegleam 32

**Bluegleam 32** This Bluegleam formation is located a few steps southeast of the Campfire directly south of Control Tower 05.



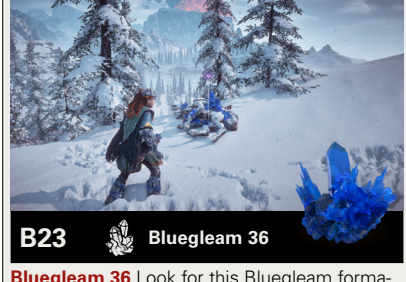
**B21** Bluegleam 33

**Bluegleam 33** To find this Bluegleam formation, head a short distance west from the Campfire directly south of Control Tower 05.



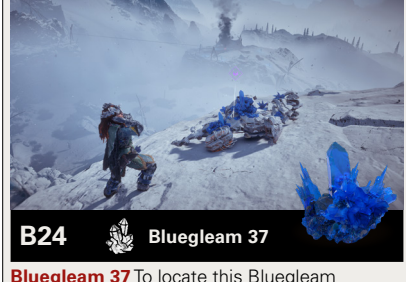
**B22** Bluegleam 34-35

**Bluegleam 34-35** You'll find these two Bluegleam formations next to a deadfall in a small clearing directly between Control Towers 03 and 04.



**B23** Bluegleam 36

**Bluegleam 36** Look for this Bluegleam formation at the edge of the woods on the hillside halfway between the Snowchants Hunting Grounds and Control Tower 07.



**B24** Bluegleam 37

**Bluegleam 37** To locate this Bluegleam formation, you'll need to scale the cliffs on the northwest side of the Snowchants Hunting Ground—the formation is on a precipice overlooking the Grounds Keeper's location.



**B25** Bluegleam 38

**Bluegleam 38** This Bluegleam formation sits atop the ledges on the northwest side of the Snowchants Hunting Ground, around the corner a short distance west from formation 36.



**B26** Bluegleam 39

**Bluegleam 39** You'll need to travel to the northernmost point in the Cut to track down this formation. You'll find it on an exposed mountainside directly north of formations 36 & 37, and due east of the Drone Hangar.



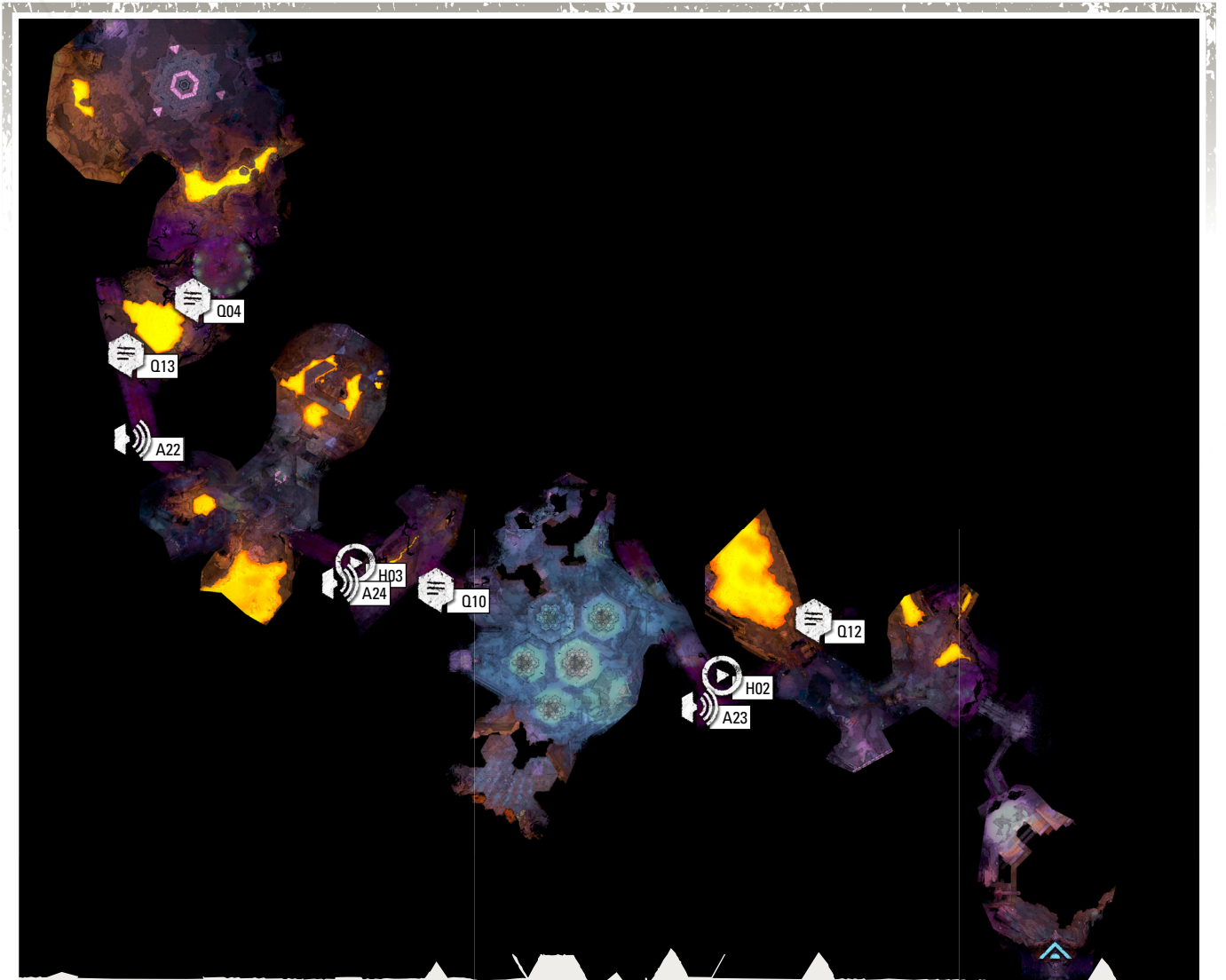
**B27** Bluegleam 40

**Bluegleam 40** This Bluegleam formation can be found in the woods on the mountainside a moderate distance southwest of the Drone Hangar.



**B28** Bluegleam 41

**Bluegleam 41** This Bluegleam formation is located next to an abandoned Banuk tent atop the eastern cliffs overlooking the Thunderjaw Site in the northwest corner of the Cut.



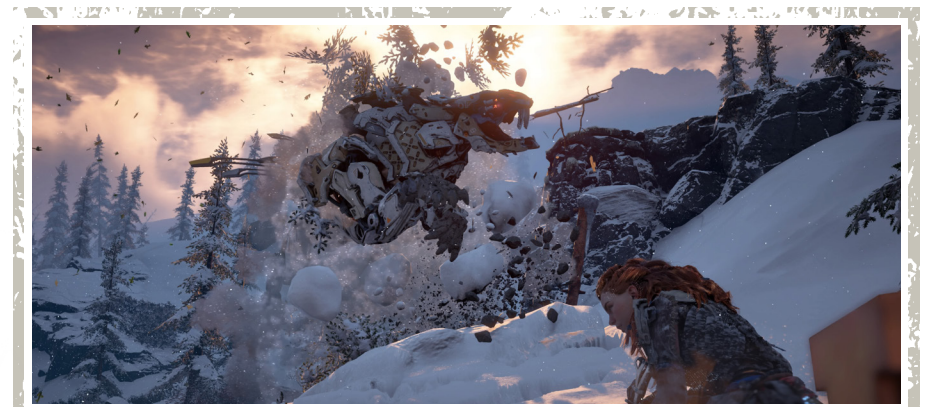
## CAULDRON EPSILON

Beyond the ancient ruins at the base of Thunder's Drum, an ominous door of new metal stands set into the mountainside. No Banuk has been able to venture past it to investigate, but the Cauldron's construction seems to have coincided with the smoke and electrical storms that now wreathe the Drum.



**B29** Bluegleam 42

**Bluegleam 42** To reach this formation, you'll have to sneak or fight your way through a herd of Trampers to a stand of dead trees on the hillside directly northeast of the Thunderjaw Site in the northwest corner of the Cut.







# THE NOTEBOOK










Just like in the game, the Notebook chapter of this guide is a place to take a closer look at the world and its inhabitants, past and present. The characters that bring the Cut to life are all profiled here alongside beautiful concept artworks that contain clues to the development of this rich world.

















In the following table, you'll find a complete list of the Trophies added to Horizon Zero Dawn by the The Frozen Wilds expansion. Each listing provides information on its respective Trophy's grade, acquisition requirements and location, if applicable.

“The Frozen Wilds” Trophies – Quests



Trophy Name	Grade	Description	Unlock Requirements	Page ref.	
Took the Shaman's Path		Bronze	Survived the Shaman's Path and found Ourea's retreat.	Complete the Side Quest, "The Shaman's Path."	96
Won the Werak Challenge		Bronze	Challenged Aratak at the Frostfigures and won.	Complete the Side Quest, "For the Werak."	103
Completed the Second Expedition		Bronze	Successfully assaulted Thunder's Drum.	Complete the Side Quest, "Firebreak."	107
Conquered the Mountain		Silver	Drove out the threat within the mountain.	Complete the Side Quest, "The Forge of Winter."	114
Drained the Flood		Bronze	Completely drained the floodwater from inside the Greycatch.	Complete the Side Quest, "Waterlogged."	119
Won Ikrie's Challenge		Bronze	Met Ikrie again at the Snowchants Hunting Ground and took first place in her challenge.	Complete the Side Quest, "The Survivor," then speak to Ikrie at the Hunting Ground and clear her challenge within the shortest time limit.	150
Fully Improved Weapons		Silver	Acquired the improved versions of three weapons from Varga.	Complete the Errands, "Geared Up: Stormslinger," "Geared Up: Icerail" and "Geared Up: Forgefire."	133-135
All Quests Completed		Silver	Completed all Side Quests and Errands in the Frozen Wilds.	Complete all Frozen Wilds quests flagged as "Side Quests" and "Errands." For a complete list of these quests and their walkthroughs, please refer to the Quest Guide chapter beginning on P.94.	94
All Activities Completed		Silver	Completed the Tallneck, Bandit Camp and Hunting Ground in the Cut.	Reactivate and override the Frostfigures Tallneck, clear the Stone Yield Bandit Camp and earn first place in all three trials at the Snowchants Hunting Ground. Strategies for these tasks can be found in the Activities section of the Quest Guide on P.140.	140



“The Frozen Wilds” Trophies – Feats

Trophy Name	Grade	Description	Unlock Requirements	Page ref.	
First Spear Modification		Bronze	Applied a modification to your spear.	Complete the Errand, “A Secret Shared,” and equip a Spear Modification Coil. You’ll receive your first one from Kamut for free after completing this Errand.	132
5 Dismount Strikes		Bronze	Killed 5 enemies using the Dismount Strike skill.	The easiest and most abundant enemies upon which to perform Dismount Strikes are Watchers, Scrappers and humans such as bandits.	–
5 Machine Types Repaired		Bronze	Used the Machine Repair or Mount Repair skill on 5 different types of machine.	Using these Skills costs precious Metal Shards and the larger the machine, the more expensive the repair. The cheapest combination of machine types that will satisfy this Trophy’s requirement is Watchers, Scrappers, Striders, Broadheads and Chargers.	–
Killed 15 Scorchers		Bronze	Killed 15 Scorchermachines.	While you’re likely to earn this Trophy over the natural course of quest progression in The Cut, the safest and easiest place to farm it is the mountain path leading from the Grave-Hoard to Song’s Edge, as the Scorchermachine guarding this path will always spawn in a weakened state. Kill the Scorchermachine, Fast Travel to the Campfire at the trailhead, save and reload the game, then return and repeat the process fourteen more times.	–
Killed 10 Frostclaws		Bronze	Killed 10 Frostclaw machines.	You probably won’t earn this Trophy merely by progressing through the Side Quests and Errands in the Cut, and may have to go out of your way to track down additional Frostclaws. You’ll find them in the Spearshafts basin where the final trial occurs during the Side Quest, “For the Werak” – after completing the quest, the area will become a Frostclaw Site populated by no fewer than three Frostclaws and occasionally a small group of hopelessly-outgunned Banuk hunters. The strategy listed for the final encounter of “For the Werak” on P.106 still generally applies on subsequent visits to the site.	69
Killed 6 Fireclaws		Bronze	Killed 6 Fireclaw machines.	Complete the Side Quest, “The Forge of Winter,” and the Errand, “Out of the Forge” – these two quests will pit you against exactly six Fireclaws between them.	80
All Control Towers Disabled		Bronze	Disabled all Control Towers by overriding or destroying them.	For a complete list of the Control Towers’ locations and strategies, please see P.152in the Activities section of the Quest Guide chapter.	152
All Pigments Found		Bronze	Found all of the Pigments in the Cut.	For a complete list of the Pigments and their locations, please refer to P.186 in the Region Guide chapter.	186
All Animal Figurines Found		Bronze	Found all of the Animal Figurines in the Cut.	For a complete list of the Animal Figurines and their locations, please see Pages 187-188 in the Region Guide chapter.	187
First Bluegleam Trade		Bronze	Traded Bluegleam for a special weapon or outfit.	You’ll need to gather at least 14 pieces of Bluegleam before you can fulfill this Trophy’s requirements. For an overview of where you can find Bluegleam throughout the Cut, please refer to the Region Guide on P.174.	–
All Frozen Wilds Skills		Bronze	Learned all of the new skills in the Frozen Wilds.	You’ll need 18 Skill Points to unlock the entire Frozen Wilds skill tree. Completing every Quest and Errand in the Cut will generally provide you with the requisite number of Skill Points; alternatively, your existing Skills and Skill Points carry over when starting a New Game+ playthrough, and since you can accumulate a large number of Skill Points by completing Quests and Errands early in the game without having to grind for Experience Points, New Game+ is a good time to earn this Trophy.	20
Reached Level 60		Silver	Reached player level 60.	The Frozen Wilds raises Aloy’s level cap to 60. You’ll generally make it most if not all of the way to this new cap by completing every Quest, Errand and Activity in the Cut, but if you wish to make a focused effort to grind out the levels in advance, the most efficient location at which to do so remains the Sun Furrows Hunting Ground, where you’ll find a Thunderjaw and two Ravagers in an area with ample cover and terrain advantages.	–

New Game+ Trophies

Trophy Name	Grade	Description	Unlock Requirements	Page ref.
New Game+ Completed	 Bronze	Completed a New Game+ playthrough on any difficulty.	Clear the final mission of the main story, “The Face of Extinction,” on any difficulty setting.	–
Ultra Hard Completed	 Silver	Completed a New Game+ playthrough on Ultra Hard difficulty.	Clear the final mission of the main story, “The Face of Extinction,” on the Ultra Hard difficulty setting. You must select Ultra Hard mode at the start of the game and will be unable to adjust the difficulty setting thereafter.	–





# STORY AND ART

Just as in the Collector's Edition Guide to Horizon Zero Dawn, here we're proud to present The Frozen Wilds' characters and concept artwork. The backstory of each main character is illuminated in bios straight from the writers at Guerrilla Games.

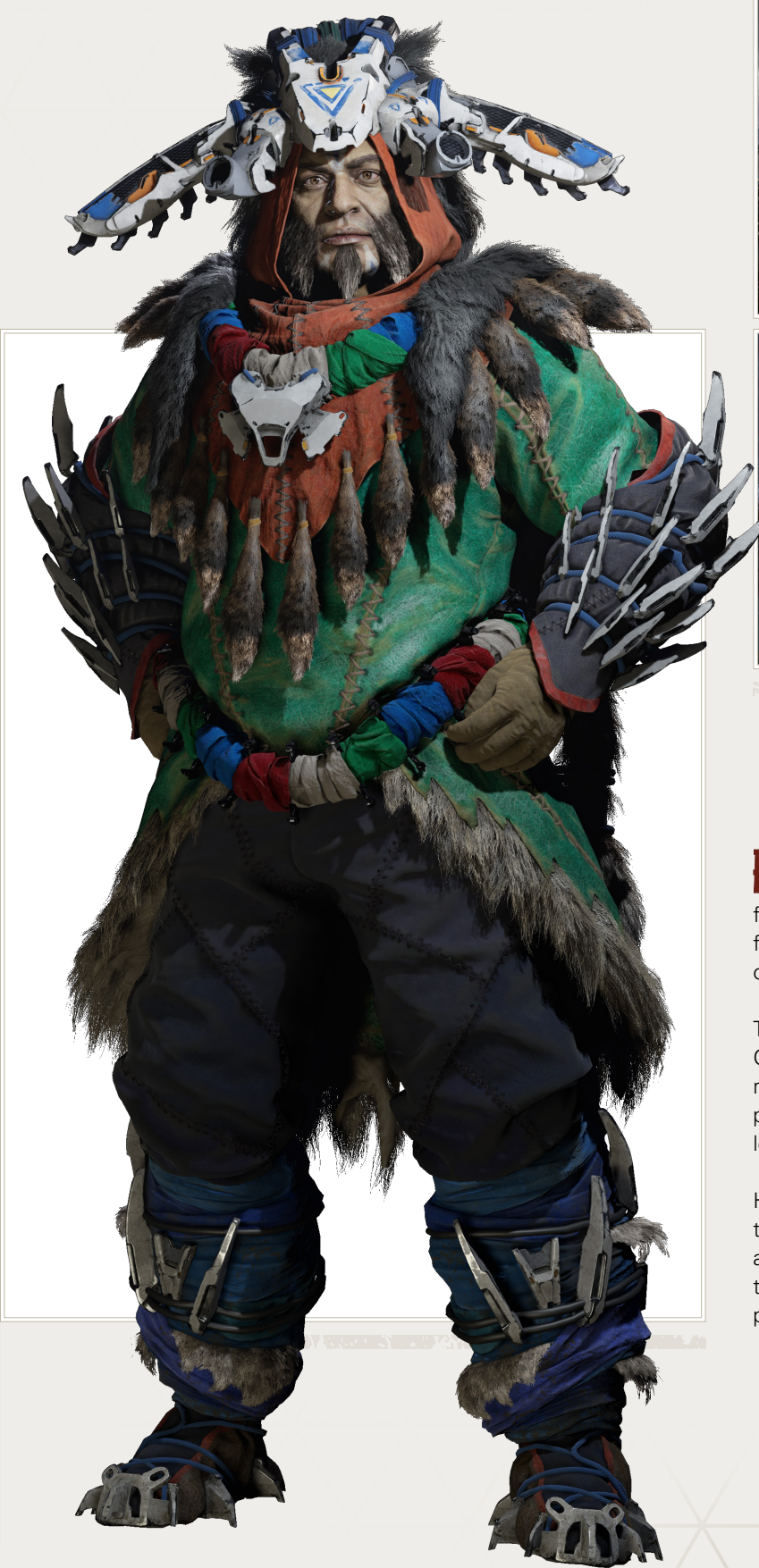
## CHARACTERS

### OUREA

The spiritual leader of Aratak's werak, Ourea is also a shaman of great repute in the Banuk homelands of Ban-Ur. While she is a proud and vocal believer in the tribe's mystical traditions, she is blunt to the point of awkwardness when interacting with people.

Her life revolves around a spiritual experience she had in the mountains of the Cut, where she believes she was touched by the Blue Light of Banuk legend. After being taken by the Carja during the Red Raids, her imprisonment only heightened her intense spirituality. Upon her return, her only desire has been to continue her pilgrimage, but new dangers have halted her.

Privately, Ourea has had a deep, unfulfilled need for true friendship since her youth, and this drives her to reconnect with the soothing Blue Light as much as any mystical desire. She knows Aratak is a staunch ally, but he can never meet this need for her, and she chafes under his overprotection.



### ARATAK

A stony, stubborn warrior of legendary endurance, Aratak is the chieftain of the dominant werak of the Cut. A man of few words, he prefers to let his achievements do the talking for him: a survivor of many battles with the Carja, a hunter of great machines, and a decisive leader for his people.

The relationship between Aratak and his werak's shaman, Ourea, hints at the truth behind his tough, unforgiving exterior - he is a deeply feeling man who would give anything to protect those close to him, and those who have earned his loyalty.

He has never fully forgiven himself for Ourea's capture by the Carja during the Red Raids, and the years she spent as a slave in Meridian. Though he initially supported her efforts to commune with the spirit of the Blue Light, his desire to protect her from harm has hardened his will against it.





## BURGREND

Always on the lookout for a deal to make, the Oseram merchant Burgrend has set up shop among the Banuk in Song's Edge, hoping to profit off travelers in and out of the Cut. As an expatriate among a cold and distant tribe, he loves to relay gossip and keep himself at the center of current events.

Though something of a scoundrel, he is mostly well-intentioned, and would prefer to make friends while turning a profit, rather than exploiting his customers. But as the situation in the Cut grows more dangerous, he fears his venture will go under and force him to return to Oseram territory empty-handed.

In the meantime, he tries to drum up business with the Banuk as best he can, and frets over his newly-independent teenage daughter Varga, a budding weaponsmith.









## NALTUK

Naltuk is a young shaman, barely out of the order's grueling initiation ceremonies, after which he was accepted by Ourea as her apprentice. Such is Ourea's sway that no one questioned her choice, despite Naltuk's humble origins and lack of practical experience.

In truth, Naltuk was as surprised as anyone else. He views Ourea with a deep reverence almost bordering on awe, and believes absolutely that she has been touched by the Blue Light. Following in her footsteps is a daunting prospect, but he is determined to prove his worth to her and the werak.

To do so, he has risked his life scouting and tracking the new machines in the Cut, hoping to find some new detail that even Ourea and Aratak have not yet uncovered.



## GILDUN

Like many of his Oseram kin, Gildun is a delver, making a living descending into the treacherous ruins of the Old World and bringing back treasures to sell or trade. But Gildun's infatuation with the joy of the delve itself tends to make his ventures less profitable than those of his tribesmen.

Enthusiastic and endlessly verbose, Gildun has a tendency to annoy new acquaintances, although his essential good-heartedness and loyalty tend to win over those who value such qualities. Still, underneath his exuberance, Gildun is profoundly lonely, and preoccupied with memories of a solitary childhood.

To Gildun, Aloy's friendship represents more than simply an opportunity for companionship: she may be his only real friend in the world.











## IKRIE AND MAILEN

Seeking to join the prestigious White Teeth werak, these two young hunters have come to the werak's ancestral training grounds for their initiation. Inseparable friends their whole lives, they are nonetheless different: Ikrie is pragmatic and empathetic, while Mailen is driven and ambitious.

Mailen has always hoped to join one of the great weraks of Ban-Ur, and is determined to pass the test of initiation while obeying its rigid - and potentially deadly - rules. Ikrie is a freer spirit, having never quite found her true place in life, and some have questioned whether she truly desires a place in the White Teeth, or if she is simply following and aiding her friend.

Regardless, they are the most promising of the young hopefuls, and none deny their skills with sling and spear.



## INATUT

A veteran Banuk bruiser, Inatut's fists and face bear the marks of dozens of challenges, won and lost. As the right-hand warrior of his werak's chieftain, Kopilai, he's never turned away from an insult to the honor of the Banuk.

Like many inhabitants of the Cut, he fought against the Carja in the Red Raids, and has no love for that foreign tribe. His chieftain has generally tried to keep him away from outlanders, something that rankles Inatut a little: pride in being Banuk means everything to him, and if the Banuk have agreed to truce, then there is truce.

Most who know him assume that any sense was knocked out of Inatut long ago, something he has resigned himself to as a part of the role he plays. But in quieter moments, he has a sociable, even gently self-deprecating side that is rare among his tribespeople.



# BANUK CONCEPTS

Even more so than with the other tribes, the Banuk place great significance on each individual's clothing and headgear. Everything they wear is traceable to their environment and worn to signify their hunting or shamanic achievements and status.



These are concepts for a typical Banuk warrior, much like Ikrie.





HORIZON ZERO DAWN: THE FROZEN WILDS  
COLLECTOR’S EDITION GUIDE



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